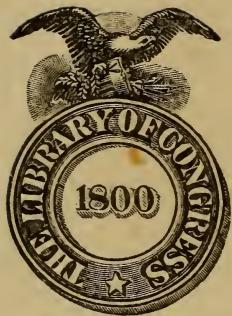


THE PLAY
OF
AUCTION HANDS
E. E. DENISON





Class GY 1232

Book 14

Copyright No. _____

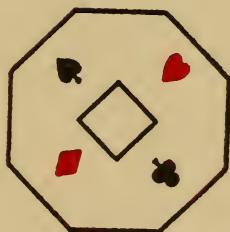
COPYRIGHT DEPOSIT

THE PLAY
OF
AUCTION HANDS

THE PLAY OF AUCTION HANDS

ONE HUNDRED HANDS ILLUSTRATED
AND ANALYZED, THE FIRST SEVENTY-
TWO HANDS EXPLAINING THE PLAY
OF DECLARANT, AND THE BALANCE
OF TWENTY-EIGHT, THE PLAY OF OP-
PONENTS OF DECLARANT, BESIDES A
DISCUSSION OF CERTAIN FEATURES OF
AUCTION BIDDING AND CONVENTIONS

Edward BY
E. E. DENISON



BOSTON
LOTHROP, LEE & SHEPARD CO.

GV 1282
114

COPYRIGHT, 1922, BY
LOTHROP, LEE & SHEPARD CO.,

PRINTED IN U. S. A.

FEB -3 1922

© NLA 654483

mv 1

PREFACE

This book assumes a general knowledge of the game of Auction, and, with the exception of some discussion of certain features of bidding and conventions, treats mainly of the play of hands, both as declarant and as opponent of declarant.

Many hands are colorless, or, if somewhat interesting, do not require any special play. In some hands, going game may depend on guessing which finesse to take in one of two suits; or whether to hold up or not to hold up when having a suit twice stopped if left-hand adversary is in the lead, as going game may then depend on which adversary has an adverse Ace. It is very difficult, if not impossible, to lay down general rules that will enable one to know just how to play any given hand, since the situations constantly change and the combinations of cards vary so, that one has to know not only what card to play, but when said card should be played.

Of the illustrative hands, all but ten are given substantially as they occurred in actual play, except a few that have been changed slightly to illustrate the particular point of play. The hands are grouped or classified according to the feature of play involved, and show the principles of play that usually occur in practice. Some hands that occur are not sufficiently distinctive to be placed in any one group, while others involve several principles of play, so that such hands could properly be placed in any one of several groups. While generally, with hands that have some feature of play, it may not be possible to tell in what group, if any, they belong, until a number of tricks have been played, nevertheless hands do occur with sufficient frequency in which knowing the play of the illustrative hands ought to be of assistance, if the player, as soon as he sees dummy, can tell in what group the hand belongs.

E. E. DENISON.

CONTENTS

	PAGE
Preface	v
Index to Hands	vii
I Third- and Fourth-Hand Declarations	9
II The Informatory Double	15
III When to Cover	20
IV The Echo	22
V Suit Placing	25
VI False-Carding	29
VII Card Distributions	33
VIII The Play of Declarant	38
IX The Play of Declarant's Opponents	47
X Making Out the Hands	50
XI Illustrative Hands	55
Preface to Laws	259
The Laws and Etiquette of Auction	261
Index to Laws	283

INDEX

DECLARANT'S PLAY

	PAGES
Group I, Nos. 1 to 3	
Compelling Adversaries to lead a certain suit or else allow a discard in one hand and a ruff in the other	57- 61
Group II, Nos. 4 to 7	
Forcing Discards.....	63- 69
Group III, Nos. 8 to 15	
Double Entry and Making an Entry Card	71- 85
Group IV, Nos. 16 to 19	
Finessing and Ducking	87- 93
Group V, Nos. 20 to 23	
Holding Up	95-101
Group VI, Nos. 24 to 31	
Refusing to Finesse and Not Holding Up	103-117
Group VII, Nos. 32 to 37	
Making a Suit and Choosing the Right Suit	119-129
Group VIII, Nos. 38 to 42	
Trump and Suit Management	131-139
Group IX, Nos. 43 to 46	
The Ruff and Cross-Ruff	141-147
Group X, Nos. 47 to 51	
Refusing a Force and Saving a Force	149-157
Group XI, Nos. 52 to 61	
Inference and Counting	159-177
Group XII, Nos. 62 to 64	
Freak Hands	179-183
Group Y, Nos. 65 to 72	
Undesignated Deals	185-199

PLAY OF DECLARANT'S OPPONENTS

Group I, Nos. 73 to 75	
The Force	201-205
Group II, Nos. 76 to 79	
Avoiding Forcing Declarant	207-213
Group III, Nos. 80 to 84	
Abandoning a Suit	215-223
Group IV, Nos. 85 to 87	
Preventing Declarant Making a Suit in Dummy	225-229
Group V, Nos. 88 to 90	
Discarding	231-235
Group VI, Nos. 91 to 96	
Inference and Counting	237-247
Group Z, Nos. 97 to 100	
Undesignated Deals	249-255

I

THIRD-HAND AND FOURTH-HAND DECLARATIONS

The third-hand player after two passes should bid with any hand that fulfils the requirements of an initial bid, even though the balance of the strength may be in fourth hand. The aggressive announcement pays in the long run, and even with a light no-trumper a bid is warranted when opponents have an advance score. A bid merely to indicate a lead in case fourth hand makes a declaration, is also sound. But for such a bid, the player should at least have a five- or six-card suit that can be established in one round, together with no re-entry, (when having a re-entry the player, of course, has a bid anyway) or else a possible re-entry, together with a suit that can be established in one round if partner happens to have an honor in the suit.

Bidding on a Queen high or Jack high suit merely to indicate a lead, usually does not pay and should not be made. With such a holding, together with some assistance in two other suits, it is better to allow partner to lead his suit, as the hand will help establish any one of three out of four suits partner may open.

When partner has bid one no-trump, there are two types of hands which should be bid three in a minor suit, to indicate strength for either bid. Besides the commonly used strength take-out, holding unusual length and strength in a minor suit together with a singleton or none of a suit,

are the hands that contain an initial minor suit bid of one and that are also strong enough for the informative double.

The following hands illustrate the value of the strength take-out in such cases:

North deals and bids one no-trump at a love score and his partner (South) holding,

Spades	Jack 2
Hearts	King 10 9 2
Clubs	Ace Queen Jack 3 2
Diamonds	Ace King

should bid three clubs. Suppose the dealer held,

Spades	Queen 9
Hearts	Ace Queen 4 3
Clubs	King 10 4
Diamonds	Queen Jack 10 2

he does not return to the no-trump declaration as he has assistance in partner's club suit. Hence, with a spade opening, it is game at clubs but not at no-trumps. It is a mistake with South's hand to assume, because so strong in three suits, partner must have the weak spade suit stopped; yet latter has a real no-trumper, having three suits stopped and two Queens above average. As it is not unusual for the bidder of a no-trumper to be weak in the same suit as partner, the advantage of the three minor suit bid as a strength take-out is obvious, since the original bidder if weak in the minor suit take-out of partner, will then return to the no-trump declaration.

Or suppose North bids no-trump and South holds,

Spades	Ace Jack 2
Hearts	Ace Queen 2
Clubs	3 2
Diamonds	King Queen Jack 3 2

he should bid three diamonds, as it is a probable sure game at diamonds if partner is weak in clubs.

An Auction saying that prevails to some extent is that fourth player after three passes should not bid, unless he has a game going declaration. The advice should be stated, "Do not bid fourth hand after three passes when opponents may have a game going declaration." It is foolish to throw up a good one no-trump hand, having three or four sure tricks, because unable to tell whether game can be made or because the hand may be set if partner has a "bust." In deciding whether to bid or not, the strength or weakness in the major suits should influence the decision.

For example, fourth hand holding,

Spades	Jack 10 8 3
Hearts	Ace 7 6 2
Clubs	Ace King 5
Diamonds	Queen 7

has a sounder bid after three passes than when holding, say,

Spades	Queen 10 8
Hearts	Jack 7
Clubs	Ace King 5 2
Diamonds	Ace 7 6 3

The two hands are identical in both high and low cards, but it is improbable, opponents can go game against the former hand, but might go game at hearts or spades against the latter hand.

When the fourth player at a love score bids one in a minor suit after three passes, the partner (second player) should bid if possible when there is no chance for game at partner's fourth-hand declaration. For example, the latter bids one club and the second player holds three small spades, three small hearts, two small clubs and five diamonds headed by Ace Queen; or else holds five spades headed by Jack 10, three small hearts, two small clubs and three small diamonds. The second player with either of the two hands mentioned should bid one in the five-card suit, the object being not for a rescue nor from a wish to get the declaration, but simply to give partner (the original fourth hand) an opportunity to make another bid, since latter must have either a no-trump hand with a chance for game at clubs, or else a two-suit hand.

The main object of bidding is either to go game or save game. An initial declaration is made on the chance that it may result in a game or in a game going declaration by partner, or if not, that it will save tricks through indicating a lead. Bids should not be made merely for the sake of a score towards game, since it seldom happens that the side that has, say, twenty-seven, go game until they get a hand that will produce game at a love score, or at least a score of ten. When, therefore, at a love score, two spades have been bid over two hearts and there is no chance for game at hearts, there is no advantage in forcing adversaries to bid three spades if they can make four odd, as, if they can not make four odd, game is saved anyway. If, however, the adverse score had been

twelve in the case just cited, a bid of three hearts might save game and so might be justified. While it sometimes happens an overline score can be secured by inducing adversaries to overbid, it is nevertheless true, that when unable to go game, there is no object in continuing the bidding as a rule, unless able to force adversaries to a higher declaration than they need to make, to go game.

Contrary to the belief held by some, when not having a chance for game and the adversaries are a game in, it is not the time to take a set of three or four hundred (or even two hundred) in order to prevent adversaries winning the rubber. Since they have two chances to one of winning the rubber, if they eventually win, the set has simply increased their score; while if the set results in their not winning the rubber eventually, it simply means that the side that took the set has won the two games that would have won the next rubber if the set had not been taken. Hence, it would seem to be a case of losing an unnecessarily large rubber against a chance for little if any gain.

Another common error is when the adversaries are a game in, and the desirable alternative is presented of either a set of three or four hundred or going game. Many seem to choose to win the game, but in latter case if adversaries win the rubber (an even chance) they have won a rubber of average size, while if the set has been chosen, the adversaries make little if any score. On the other hand, if the next game is not won by the adversaries, and the set had been chosen, there is an even chance to win the next game and a large score secured. In other words, choosing the set

means, either breaking even or winning a rubber of double the average size, while choosing to win the game means, either winning or losing a rubber of average size. It would seem to be a case of not risking any loss, with an even chance for large gain, if the set is chosen, and is therefore preferable.

The situations mentioned in the last two paragraphs usually occur on the second or a subsequent round of the bidding, and so are not necessarily a third-hand or fourth-hand declaration.

II

THE INFORMATORY DOUBLE

The one- or two-trick informative double, while it often results in saving game or in winning game that could not have been obtained in any other way, is one of the most abused conventions in Auction. Some players seem to have a propensity, with a light no-trumper or even a border-liner, to double an adverse declaration, and when the partner by the take-out makes contract or even game, seem to think it was due to the double, whereas it was really due to the fact that he (the taking-out partner) held a hand of sufficient strength to justify a bid without the double. In reality the success of most unwarranted doubles are solely due to the fact that partner would have bid anyway.

Another common mistake is to double an adverse suit bid of one, having the suit stopped. A player who is not strong enough to bid no-trumps with the suit once stopped, cannot be strong enough to double; and, if strong enough to double, he should go no-trumps if he has the suit stopped, as it is the best chance for game unless partner has a game going suit declaration, in which case the latter will probably take out anyway.

The informative double of a two-trick trump declaration, however, does not deny having the suit once stopped, as the doubler might well not like to bid two no-trumps without any knowledge as to his partner's hand, especially as the bid

would be likely to discourage a possible winning take-out by partner. But having the suit that has been bid two, twice stopped, and a hand strong enough for an informative double, two no-trumps should be bid.

Sound informative doubles are no-trump hands containing four sure tricks and a possible fifth trick. By sure tricks are meant quick tricks, or cards that will win on first or second round. For example, two Ace-Queen suits or two King-Queen suits should be counted as three sure tricks, and not four sure tricks, when doubling right-hand opponent. Also two suits of three or four cards including Ace Jack in each suit may be counted as three sure tricks; two three- or four-card suits including King Jack in each suit as two sure tricks; and two guarded King suits as one sure trick—when doubling right-hand opponent. A guarded King, or Queen Jack and small, should be considered a possible trick and not a sure trick, but guarded Queen or Jack suits should not be considered even a possible trick. When doubling left-hand opponent, a doubler should be still more conservative in determining what constitutes sure tricks.

The best informative doubles are hands that contain, besides the requisite high-card strength, suits of three or four cards. A sound double may also be made when the hand contains a five-card suit with only one honor, especially if a minor suit. When the five-card suit is headed by King Jack or King Queen, or Ace Jack or Ace Queen, the suit declaration is usually preferable to an informative double of another suit declaration;

but when an adverse no-trump has been bid and the five-card suit of the strength just stated is a minor suit, the informative double is usually preferable. It should be borne in mind, however, that a hand of the requisite high-card strength, including a five-card suit with one or two honors, that also contains another five-card suit or contains two suits of not more than two cards, is not a hand to ask partner to choose the declaration by using the informative double convention.

When opponents have an advanced score, a light no-trumper or even a border-liner may justify the use of the informative double, and partner should recognize that such a double may be a score-double, made merely in the hope of saving game, and therefore should not count too much on the usual assistance from doubler's hand, that he would have a right to expect if opponents were at a love score. When in such cases, the taking-out partner is in doubt whether to advance his own declaration, opponents having advanced their declaration to two no-trump or a three-trick suit bid, it is usually better to retire from the bidding. Continuing the bidding with the expectation of being set so as to save game is apt to be expensive, since if partner had a real double, game is probably saved anyway, and if a score-double, there is a fighting chance opponents cannot make their contract. An informative double made by player who has previously passed is obviously a score-double.

When opponents are at a love score on a game which if they win gives them the rubber, and

make a bid, it is a common mistake to overcall or use the informative double with a hand that would otherwise pass. Such players on getting the declaration and either making contract or falling a trick or two short of contract, seem to reason they thereby saved the rubber on that deal; or sometimes, on realizing afterwards that adversary could not have made his contract, the wish is expressed that the overline penalty had been secured by allowing the initial declaration to stand. It is the fear of losing the rubber that prompts the overcall or informative double, but the fallacy of the reasoning is in assuming the initial bidder might go game, and that he or partner would retire from the bidding, whereas the real reason the initial bidder or his partner did not continue the declaration or shift to a better declaration was because there was no chance for game. In other words, when opponents are at a love score any hand that justifies an overcall or double should be declared; and whether it is rubber game or the first game should not affect the decision, since it is almost invariably true that an adverse declaration will not cause the initial bidder or his partner to give up a game going declaration, unless they prefer to set opponents.

While hands do occur that warrant a bid of two no-trumps over an adverse one no-trump, as a rule there is little sense in such a bid. Usually in such cases, of the two other hands, one is a "bust" and the other has some assistance, and it is purely a matter of luck which player gets the "bust." The informative double does not prevent

a bid of two no-trumps after partner's take-out, while a bid of two no-trumps instead of the double, loses the chance there may be either to set opponents or for a game going suit declaration by partner. The situation that may justify a bid of two no-trumps over an adverse one no-trump is, when partner has made a suit declaration after the adverse one no-trump. If partner has made a suit declaration before the adverse one no-trump, the alternative may then be presented of either making a business double or bidding two no-trumps.

III

WHEN TO COVER

As a general rule an honor should be covered with an honor, when not holding more than three cards of the suit; and sometimes when holding four cards, especially if besides the honor, the 10, 9, or 8 is held. But when the lead is from a sequence of two cards, either as the top of the suit or as an intermediate lead, the covering play should not be made on the first round. For example, from dummy's hand declarant leads the Jack from Jack 10 7 and second hand holds the Queen 3 2; if the latter's partner (the fourth player) holds Ace 9 4 and the second player covers the lead of Jack on first round, declarant can lead the suit on second round and finesse dummy's 7, thus losing only one trick in the suit. But, if the second player refuses to cover on first round, and on second round covers if dummy's 10 is led, or plays low if dummy's 7 is led, he and partner must make two tricks in the suit instead of one trick.

Or from dummy's hand declarant leads the Queen from Queen Jack 9 and second hand holds the King 10 2: although it makes no difference whether the second player covers on the first or second round, if declarant has the Ace of the suit; if, however, partner (the fourth player) has the Ace, not covering on the first round will save a trick.

Or suppose the 10 is led from a holding in dummy of King 10 9 and second hand holds the

Jack 2 only of the suit. If partner (the fourth player) happens to have the Queen twice guarded, it must make sooner or later, if the lead of the 10 is not covered by the Jack held by second hand.

When the lead is from a sequence of more than two cards, there is of course still less reason for the cover. It should be observed, however, that when holding the master card, it should or should not be played as the situation warrants, and is not a so-called covering play.

An example of a cover that should be made is when declarant leads the 10 of a suit, in which dummy holds Ace Jack 2, with the intention apparently of taking the finesse. Second hand holding, say, King 4 3, should cover the 10 with the King, as, if partner happens to hold Queen 9 and small, the latter can make both Queen and 9. In other words, covering spoils what would otherwise become a major tenace.

While it is generally true that a sequence should not be covered on the first round, there are some exceptions. For example, Queen is led from Queen Jack and one or two small cards; second hand holding King once guarded should cover on the first round, since on second round the low card may be led, if King is not played on the first round. Or the Queen may be led from Queen Jack only, and second hand with a once guarded King, by covering on the first round, may cause the leader to block his partner's suit.

IV

THE ECHO

The echo to show out, that is the playing of an unnecessarily high card on partner's lead, when not attempting to win the trick, followed by a lower card on second round, should only be used when the declaration is a trump. It is a strength showing play, and means for partner to continue the suit, as the echoing player can win the third round, either by a ruff or because he has the master card. When the declaration is no-trumps or when void of trumps, the echo to show out should not be used.

The showing out play is most effective on partner's lead of the King, but on any other card led it is not apt to be of much value, since partner is then usually not in the lead to take advantage of the information, and furthermore the throwing of a card as high as the eight or nine on first round sometimes causes the loss of a trick. When holding an honor and one small, the echo of course is not made, not only because the honor might otherwise make, but because the second round will give the desired information anyway.

On adversaries' suit the echo to show out should not be made, since the information is more apt to benefit the declarant, as latter may then start trumps or may know whether to finesse on second round of said suit, by being able to infer on first round, through noticing the absence of a small card, that one adversary is showing out.

When partner is leading his suit, of which the

third player holds four or more, the lowest card should not be played. If a trump declaration, the third best card should be played on first round, and second best card on second round, when not attempting to win either round. Such play by the third player or partner of the leader is both an unblocking and number showing play. But when the declaration is no-trumps and four or more of partner's suit are held, the cards should be played vice versa; that is, the second best on first round and third best on second round, when not attempting to win either round.

To sum up, the echo when a trump declaration is being played, means the echoing player is either out and can ruff the third round, or else has the master card alone left. When a no-trump declaration is being played, however, a different inference should be drawn by the echo, since the play then means that four or more of the suit are held, and that the echo is made to encourage partner to continue his suit, as well as to help him locate the cards in said suit. From the foregoing it follows that at both a trump and no-trump declaration, when the third player plays his lowest card in partner's suit, he must hold not more than three cards of said suit.

The echo is also used in discarding, and usually then means strength in the suit, or a re-entry in the suit discarded. When not wishing to discard two cards of a strong suit or when only having the opportunity to make one discard, partner should infer from the discard of a seven or higher card that the suit is desired led, while the discard of the five or any lower card usually means weak-

ness. The discard of the six may be either strength or weakness.

In the end play, however, the play of a card not the lowest, especially the seven or higher card, on partner's lead of a winning card, merely means to continue the suit.

V

SUIT PLACING

Successful play of hands partly depends on ability to locate cards. In placing a suit, it is necessary to note the play or absence of small cards, which are often the key to the whole situation and are fully as important as the high cards. The play or absence of a small card not only tells the number of cards in a long suit held by partner, but often informs as to whether a finesse should be made.

Secondly, noting the play or absence of a high card often enables one to infer the location of other high cards. Or sometimes by assuming a certain high card is with a certain player, it can be proved he cannot have said card and thus determine its correct location.

Thirdly, the fact that the fourth best card is led shows exactly three cards higher than the one led, one of these cards, except in rare cases when the declaration is no-trumps, being always a card lower than the Jack and usually lower than the 10. Or the well-known Foster's "eleven rule" can be used.

The following examples illustrate Auction suit placing:

West opens with the 4, dummy holding Queen 8 7 3 plays the 3, East (third player) holding 5 2 only, plays the 2 and declarant (South) wins the trick with the Ace. East infers as declarant must have held besides the Ace, two lower cards that would win the trick, he must have held Ace King

Jack and partner the 10 9 6 4 originally, or else the opening lead was a singleton. The location of the suit is subject to the possibility that declarant may not have the King, but played the Ace so that the Queen in dummy will become a re-entry card.

West opens with the 3, dummy holding King 10 7 4 plays the 4 and East (third player) holds the Ace Jack 9 6. It is obvious partner held Queen 8 5 3 and that declarant (South) is either out or has the 2 spot only. East therefore should play the 6 as all dummy's cards in the suit can be captured if West leads the suit. If, however, partner has led a short suit, he is either out or has the 2 only, and East should then play the 9, thus making his Ace Jack a major tenace over dummy's minor tenace.

West opens with the 4, dummy holding Ace Jack 2 plays the 2, East holds King 9 3, and should play the 9. Since partner cannot have held more than four cards of the suit, declarant must hold three cards and the only chance for two tricks in the suit is that partner holds both Queen and 10. If not, as the suit will run three rounds, the King must eventually make. The King possibly should be played, however, when dummy's holding in another suit is such, that it is probable declarant can get discards.

Against a trump declaration, West opens with the 5, dummy holding Jack 9 7 3 plays the 3, East holds the Queen 6 4 and should play the 4. As partner cannot hold the Ace, he must have held King 10 8 5 and declarant (South) holds either Ace alone or Ace 2. If the opening lead was

a short suit, East's play is the same, as in that event he cannot get a trick whatever he plays.

Against a no-trump declaration, West opens with the 5, dummy holding 10 9 8 7 and East (third player) the Jack 3 2. East should play the 2, as if partner has the 4 declarant has a singleton honor, while the play of Jack would establish a trick in the suit in dummy. If, however, partner's lead was from a four-card suit, the low card play will save a trick if declarant holds Queen 4 or King 4, but will lose if latter held Ace 4 and only two rounds of the suit are played. Hence East's ducking by playing low, instead of covering, is sound as the chances favor gaining a trick.

South deals and gets the declaration at one heart. West opens 2 of diamonds holding Jack 8 7 2, dummy holding King Queen 10 9 3 plays the 9 which wins the trick, as East plays 6 and declarant (fourth player) plays the 4. The only missing diamonds are the Ace and 5, and West infers that East cannot be echoing to show out and so have the 5, as declarant, if he had held Ace and 4 only, would have overtaken in order not to block dummy's suit. Hence, if West later has the lead, he can lead the second round of diamonds, knowing partner can ruff if latter has any hearts.

Against dealer's one no-trump declaration, West opens with the 7 of a suit, in which dummy holds the King 3 and declarant (fourth player) the 8 6 4. Declarant reasons if West's lead was the fourth best card, he must hold the Ace, as otherwise he would have to hold Queen Jack 10 or Queen Jack 9 or Queen 10 9 or Jack 10 9, and so would have opened

Queen, Jack or 10. If, however, the 7 was led as a third best card, East (the third player) may have the Ace, but must also have two other cards higher than the 8, and so is reasonably sure to finesse if dummy's King is not played. In other words, it is highly probable, playing dummy's King will win the trick, or if it loses, declarant could not have made a trick in the suit by playing dummy's 3 instead. If, however, West had opened with a lower card, say the 5, and declarant had held Jack 4 only, it is a pure guess whether to play King or low from dummy, in the absence of any bidding by adversaries; since if West or East have both Ace Queen it is immaterial what card is played, while if East has the Ace and West the Queen, declarant can take one trick in the suit if he plays low from the dummy hand.

West opens with the 4, dummy holding Jack 9 8 7 plays the 7, East (third player) wins with the Ace and returns the 5; declarant (South) held originally King 6 3 and should play the 6 on second round, as opening lead was either a singleton or from 4 2 only.

It is better to take the thirteen cards of a suit and, after sorting out the specific cards mentioned in any given example, actually place them as played. It is then easier to see why the rest of the suit must lie as indicated.

VI

FALSE-CARDING

Indiscriminate play of false cards is futile, and the player who frequently false-cards not only rarely deceives, but may give more information than he would have, if the cards had been played naturally or regularly.

For example, against a trump declaration, West opens the King of a suit holding Ace King Queen and one small, dummy has the 10 4 2 of the suit, partner (East) plays the 3 and declarant the Jack. Since partner played his lowest card, the leader knows to a certainty that the suit will run three rounds as his partner either must be out or have exactly two more of the suit. Furthermore, if declarant had not played the Jack, West can then only infer partner either is out or has Jack alone or has two more of the suit left.

Against a trump declaration, West opens the 7; as dummy holds 10 8 4 2, and East (third player) the 6 5 3, latter infers partner led from King Jack 9 7, or else a singleton. Declarant wins with the Ace, and as he has the Queen, he must have the King also; hence the opening lead was a singleton and declarant held originally Ace King Queen Jack 9. The only card declarant can win with and deceive East, is the Queen.

East bids a heart holding Ace King Jack 4 2 and South gets the declaration at one spade; West leads the 6 of hearts, dummy holding Queen 9 3 plays the 3, and East (third player) wins with the Jack as declarant plays the 10 of hearts.

Since West has obviously led his highest heart, he either is out or has the 5, and declarant has both the 8 and 7; in other words, whether declarant plays the 7, 8 or 10, it cannot possibly deceive East, and even West knows declarant cannot be out of hearts as partner would then have continued the heart bid.

The worst false-card play is one that deceives partner and cannot possibly deceive declarant. For instance, declarant leads the Ace and King of trumps, dummy having three small trumps, and West (second player) plays the Queen of trumps on second round, while East on said round discards. It later develops West also held the Jack and 10 of trumps, and hence he alone is responsible for any tricks that may have been lost through his partner's inference, that declarant held originally seven trumps to the Ace King Jack 10, instead of five to Ace King.

The best and most effective false cards are those that have a reason for the play. Thus declarant (South) leads the King of a suit in which dummy holds Ace Jack 9 and one small, and the fourth player (East) holds Queen 10 only. If latter plays or throws the Queen, declarant is almost sure to finesse the 9 in dummy on second round, while if the 10 is played on first round, declarant is likely to play the Ace on the chance of dropping the Queen fourth hand.

Or, suppose declarant leads the King and follows with the 7 of a suit in which dummy holds Ace Jack 10 5 2, and West (second player) holds the 9 6 4, and partner plays the 3 on first round. If West on second round plays the 9, de-

clarant may infer that if East (fourth player) has the Queen, he has it guarded, and so take the finesse. Hence, if declarant held three of the suit originally, East makes his lone Queen.

Or, suppose (in preceding example) instead of West having 9 6 4 that East holds the 9 6 only and partner plays the 3 on first round and the 4 on second round. Fourth hand's play of the 9 may induce declarant not to finesse, and thus partner may make his Queen if he has it; if, however, East had held 9 3, declarant would know on the first round an adversary was false-carding if the 9 was played, and very likely be able to locate the suit.

East deals and bids one spade at a love score, and South holding,

Spades	King 7 3
Hearts	Ace King Queen 6 4 2
Clubs	King Queen 2
Diamonds	6

gets the declaration at two hearts. West opens 9 of spades and dummy (North) lays down,

Spades	Queen 10 8 2
Hearts	8 5
Clubs	Ace Jack 3
Diamonds	Queen Jack 7 3

East wins with the Ace of spades, and declarant should think quickly and throw his King without hesitation. As East should have the Ace of diamonds, also, if he returns a spade, his partner will ruff, probably lead a diamond, get another spade ruff, thus saving game. Declarant, however, deliberately loses a trick by playing King, in order to save two tricks; since East must infer partner

has both 7 and 3 and, as returning a spade would then give declarant two discards, he naturally shifts to another suit, which of course enables declarant to just go game.

VII

CARD DISTRIBUTIONS

Sometimes an extra trick or game can be made by a certain line of play, if the adverse cards of a suit are distributed in one way; while a different line of play will produce the extra trick or game, if the adverse cards of said suit are distributed in another way. Whenever, in such cases, the bidding and fall of cards do not give the desired information, it is necessary, or an advantage at any rate, to know which one of the two likely adverse distributions being considered, is the more probable.

For example, holding nine cards of a suit in the two hands, one hand having five and the other four, it is more probable the adverse cards are three one instead of even. On the other hand, if one hand has six and the other three, that is the same total (nine cards), it is more probable the adverse cards are even rather than three one. Hence, playing to drop the adverse cards in two rounds, should win oftener in the latter case than in the former.

Or holding two suits, each totaling seven cards in the two hands, the distribution of one suit being five cards in one hand and two in the other, and of the other suit four in one hand and three in the other, the adverse cards of both suits may be three three. But the odds decidedly favor choosing the five-card suit rather than the four-

card suit, when attempting to exhaust the adverse cards in three rounds.

Probability calculations show that the distributions of 4-4-3-2 and 5-3-3-2 are the most frequent. The former occurs the oftenest or about twenty-two per cent of the time, by which is meant that if an infinite number of deals are taken, the occurrence for said distribution would average twenty-two deals out of a hundred.

The following table gives approximately the percentage of frequency for each one of the more common distributions of a suit in the four hands, or what is mathematically the same thing, the distributions of four suits in one hand:—

Card Distribution	Per Cent of Frequency
4-4-3-2	21.55
4-3-3-3	10.5
5-3-3-2	15.5
5-4-3-1	12.9
5-4-2-2	10.6
6-3-2-2	5.6
6-4-2-1	4.7
6-3-3-1	3.45
<hr/>	
Total	84.8

The distributions of 4-4-4-1, a "three-suiter", and 5-5-2-1, a "two-suiter", each occur about three per cent of the time. The former can be considered a normal three-suit hand, the latter a normal two-suit hand, and the distributions given in the table normal hands, since there are no other combinations that occur as often as three per cent

of the time, and some one of them will occur about ninety-one per cent of the time.

When a four-card suit is held, the balance of the suit will be distributed four three two about twice as often as three three three, the frequency of occurrence for the former event being about thirty-two per cent, which is approximately one-third of the time. In about thirty-five per cent of the time, one of the three other hands will contain five of the suit, with the balance distributed three one or two two. In other words, some one of these four distributions will occur in about eighty-three per cent of the deals in which one hand contains a four-card suit, and hence represent the usual distributions of the balance of the suit in the other three hands. Although about eighty-four per cent of the time, some other hand will contain four or more of the suit, in only about fifty-four per cent of the deals, will an opponent have length and partner not.

When a five-card suit is held, the balance of the suit will be distributed three three two nearly thirty-four per cent or about one-third of the time, and in fifty-one per cent of the deals or about half the time, one of the three other hands will contain four of the suit, with the balance three one or two two. Hence, when holding a suit of five cards, some one of these three distributions occurs in about eighty-five per cent of the deals, the balance of fifteen per cent being the frequency of occurrence for all the other possible combinations. In about forty-three per cent of the deals, an opponent will hold four or more of the

suit and partner less than four.

When having a suit of six cards, the balance of the suit will be distributed four two one about twenty-eight per cent of the time, and either three two two or three three one about fifty-five per cent of the time. Thus, some one of these three distributions will occur in about eighty-three per cent of the deals in which one hand contains a six-card suit, the balance of seventeen per cent representing the frequency of occurrence of all the remaining possible combinations. In only thirty per cent of the time will an opponent have four or more of the suit.

In playing the general run of hands, declarant should assume some one of the foregoing distributions will occur, and is justified in so assuming in the absence of any information to the contrary.

Any distribution that occurs less than two per cent of the time, is a freak hand. Such hands either contain a suit of at least seven cards, or are void of a suit, or else have two suits totaling eleven or more cards. The most common of the freak hands is the 7-3-2-1 distribution, which occurs nearly two per cent of the time, or more than three and one-half times as often as the 7-2-2-2 combination. The two-suit 5-5-2-1 hand and the three-suit 4-4-4-1 hand can be considered on the line separating normal hands from freak hands.

In the following table are given all freak combinations that have a frequency of occurrence of one-half per cent or more, the frequency of occurrence of all other possible distributions taken together being less than two per cent:—

Card Distribution	Per Cent of Frequency
7-3-2-1	1.88
6-4-3-0	1.33
5-4-4-0	1.24
5-5-3-0	.90
6-5-1-1	.70
6-5-2-0	.65
7-2-2-2	.51
 Total	 7.21

The 5-4-4-0 hand can be called a "freak three-suiter," to distinguish it from the 4-4-4-1 hand which occurs nearly two and one-half times as often, there being no other possible hands of three long suits.

There are five normal two-suit hands, but as both suits are not bid as frequently, when holding a four-card suit together with a four- or five- or six-card suit, a normal "two-suiter" usually means the 5-5-2-1 distribution. The latter hand occurs nearly two and one-half times as often as the most frequent of the many possible freak two-suit hands.

Although the figures given are close approximations, they obviously apply for an infinite number of deals. Hence, one should not rely too much on probabilities in playing a hand, as even keeping account of a great many deals might show a less probable distribution happened to occur oftener.

The figures in the tables are taken from Dr. Pole's "Philosophy of Whist."

VIII

THE PLAY OF DECLARANT

In Group I are three hands illustrating compelling adversaries to lead a certain suit, or else allow a discard in one hand and a ruff in the other hand. Declarant has simply to exhaust all the cards in two suits held by dummy and himself, or else held by the adversary that will eventually be in the lead; and in the third suit, which may be either the trump or a plain suit, declarant either exhausts the suit, or else loses the lead on the round that exhausts the suit. The first essential is that both declarant and dummy will have a trump or trumps after all the adverse trumps are exhausted, and the second essential is to have the right adversary in the lead at the right time. It is not always possible to do this, but if so, such hands when they occur are both easy to recognize and to play.

In Group II are four hands illustrating forcing discards. When declarant has the only trumps left, or, if playing no-trumps, has an established suit, he can sometimes obtain an extra trick if his left-hand opponent holds a certain card or cards, by leading trumps or the established suit, as he can discard from dummy after said opponent. Sometimes, too, the right-hand adversary has protection in a suit of dummy and also in a suit of declarant, and if forced to discard cannot protect both suits.

Situations also occur wherein an extra trick is obtained because of an error in discarding. That

is, one adversary suddenly realizes, when forced to discard, that he has not kept run of the cards sufficiently to know which card to keep, and so has to guess; or else, when he has kept track of the cards, finds that he is unable to draw the inferences from the cards already played that would enable him to determine which card he ought to discard.

In Group III are eight hands illustrating double entry or making an entry card or holding up master card of a suit. Entries are usually made by a finesse that succeeds, by holding up, by unblocking, by winning or ruffing a trick with an unnecessarily high card, and by the lead of a high card (Deschapelle Coup). When declarant can play in such a way so as to have one or two re-entries in a suit in one hand or the other, but not both, it is usually better to allow the weaker hand to have the re-entry, even though at the time not seeing any reason for so doing.

Groups IV and V each contain four hands illustrating the finesse and ducking, and holding up. In Group VI are eight hands illustrating a refusal to finesse, postponing a finesse, not holding up, and not allowing one adversary to lead. In finessing, the assertion is sometimes made that the finesse was the only chance for the extra trick, while as a matter of fact there are usually two ways of making the extra trick. For example, declarant holding a suit headed by King Jack in one hand and Ace in the other, can make the three high cards in two ways; that is, either by the finesse, or by not finessing and having the Queen fall on first or second round. While the finesse

in the absence of other information is usually the better chance, unless holding nine of the suit in the two hands, it is not by any means the only chance. Or, suppose declarant holds Ace Jack 9 and two small trumps and dummy King and two small; if the Queen is once guarded, the finesse may lose and is not necessary, while if the 10 is once guarded, the Ace Jack finesse may win, or the lead of Ace followed by Jack may win; and it may be a guess which of the three ways will win.

A finesse that can be taken on either the first or second round, should be taken on the second round, if at all. A finesse that can be taken in either hand, should be postponed if possible until declarant has more information as to which way to take the finesse; when this is not possible, declarant should decide which adversary he prefers having in the lead in case the finesse loses. The best finesses to take are those that cannot lose; by that is meant a situation in which declarant knows that if the finesse loses, the cards cannot then lie so as to be possible to take required number of tricks by any other play.

If declarant is obliged to lead from King and small of a suit in which dummy holds Queen and small, it is important to locate the Ace if possible; if left-hand adversary has the Ace, declarant should lead low from his hand towards dummy's Queen and then duck; that is, refuse to play his King on second round; if right-hand adversary has the Ace, the correct play is vice versa.

In holding up, the object is usually to prevent an adversary making his suit. For example,

when having a suit once stopped and able to win the first round, or the second or third round instead, it is better to hold up if possible; that is, not to win the first round, but to win the round that exhausts the partner of the adversary who is establishing the suit. Hence, if the latter has no re-entry, the suit cannot then make. When holding an adverse suit twice stopped and it is necessary to try to prevent the suit making, it is a common error to win the first and third instead of the second and third rounds. While it usually makes no difference if adversary's partner holds three of his suit, but if said partner holds only two of the suit, it cannot then make unless the adversary has two re-entries. Or, if said partner is allowed to win the first round with a card which happens to be the only card of the suit he has, the adversary will require three re-entries, if declarant wins the second and third rounds, as he could make the suit with one less re-entry when declarant wins the first and second or the first and third rounds.

When game is possible without taking a finesse, it is usually better to avoid or postpone the finesse until game is assured. In deciding whether to take a finesse, declarant should always consider what may happen if the finesse loses, and if in latter event a ruff can be obtained, or by shifting to or leading another suit, adversary can establish it before declarant establishes his suit, the finesse should not be taken when it would mean loss of game.

The reasons for not holding up are usually the same as for not finessing. Sometimes the hold-

ing up play is not made when intending to allow the suit to make and to have the adversary that holds said suit in the lead eventually.

Groups VII and VIII contain six and five hands respectively illustrating making a suit, choosing the right suit, and trump and suit management. Making or establishing a long suit is one of the main objects to strive for, and when a suit can be brought in, it will usually produce more tricks than can be won by any other method. The suit is led until the adverse cards of the suit are exhausted, thus making the small cards trick winners if the adverse trumps are also exhausted, or if the declaration is no-trump. Or, the suit may be established when neither adversary has a possible winning card of the suit, assuming, of course, that partner's holding is such that he does not have to block making the suit.

Usually the suit to establish is the one in which the number of cards of the suit held by declarant added to those in dummy total the largest number. When the distribution in the two hands of one suit is five three and of another suit four four, the five three suit ordinarily means an extra trick and so should be led, unless the four four suit can be led to better advantage. When the distribution of two suits is the same and both have approximately the same high-card strength, the suit in which the high cards are in sequence is the proper choice generally, thus avoiding or postponing a finesse in the suit in which the high cards are in tenace. A choice that should be obvious, yet is sometimes overlooked, is when holding two suits of about the same length, either of which,

but not both, can be established in the same number of rounds; but, one of the suits contains the master card or both master and second best cards, while the other suit does not. Since the master card can be made at any time, the suit that does not contain such card is, of course, the one to establish. In some hands, it is not necessary to establish the longer suit, and a short suit holding may be such that the latter can be led to better advantage.

While making a suit depends on the way the suit is handled, on locating the adverse cards of the suit correctly, and on having re-entries; it also, in the case of a trump declaration, depends on when trumps are led. Instead of leading or exhausting trumps before establishing a suit, it is frequently better to lead the suit from one hand and the trump from the other alternately; or even to try to establish the suit first, before leading trumps at all. In latter case, if the adverse cards of the suit lie unfavorably so that the suit cannot be brought in, there is no object in leading trumps anyway, and if not led first, the intended line of play can be abandoned and possible ruffs obtained instead.

In Group IX are four hands illustrating the ruff and cross-ruff. When there is no suit to make, often the only chance for extra tricks is to try to make all the trumps possible by ruffing. Sometimes it is a question whether to play for a cross-ruff or to try to establish a suit instead; but when it is doubtful that the suit can be made, and the cross-ruff will produce as many tricks, it is apt to be the line of play to adopt. Before start-

ing a cross-ruff, it is always advisable to have some idea as to how the play is likely to end, as sometimes trying to make a trick in a suit before starting the cross-ruff will save a trick.

In Group X are five hands illustrating refusing a force and saving a force, including hands that should be played on the possibility of one adversary having four trumps. When declarant holds only four trumps and dummy three trumps, it is usually wiser to refuse or avoid a force, especially as one adversary may have four trumps; and when dummy has only two trumps, one adversary must have at least four trumps. Hands also occur in which declarant having five trumps has been subjected to a force, and when dummy has only two trumps, it is frequently safer to play the hand on the assumption that four of the adverse six trumps are in one hand, instead of three each, and hence refuse a second force; when, although so doing may lose one trick, it may gain several tricks. When, however, declarant with five trumps finds three in dummy, it is not so essential to refuse a second force, not only because there is less probability of four adverse trumps in one hand, but also because the second round will disclose the fact while dummy still has a trump left.

In Group XI are placed hands depending on Inference and Counting, including hands in which no general principles of play can be given advantageously, and the player has to trust to his own originality and reasoning. Counting is determining the number of cards in each suit held by adversaries. For example, if one adversary has

shown a certain number of cards held in a suit and the other adversary is out of trumps, the distribution of two suits is known, and as soon as the distribution of one more suit is obtained, the number held in every suit by all the players is known. In many hands Counting is not essential, yet the player who always counts has a great advantage, as it saves tricks that would otherwise not be made, especially in end play. While all hands involve inference drawing and no one ever gets all the information that the cards convey, it is the ability to draw correct inferences, count the hand, and apply the information thus obtained that determines successful play.

In Group XII are three hands illustrating the treatment of freak hands. When holding a "freak", as it is likely some other hand contains an unusual distribution as well, the chances are against the usual distributions in a suit occurring. For example, if dummy holds a five-card suit and declarant has two cards of said suit, it is more probable the distribution of the adverse cards will be four two instead of even, in a freak hand, than in a so-called normal hand. Again, if declarant holds four cards of a suit in which dummy has two cards, and plans to have the latter ruff the third round, he should not be surprised in finding one of the adversaries can also ruff. In an infinite number of deals, nine out of every one hundred deals will be a freak, and it is better in playing such hands to assume the unusual distribution as more probable, than the distribution of a suit that occurs in the great majority of hands.

In Group Y are eight hands that are not desig-

nated, and declarant is to decide as early in the play as possible in what group the hand belongs. In some of the hands, the play does not succeed; that is, declarant does not win as many tricks as he had a right to expect, or else does not win as many tricks as play less sound would have won. By determining in what group the hand belongs, however, it is not intended to convey the impression it will necessarily be easier to decide how to play most hands or even a majority of hands that occur, nor having decided how to play any hand, it is necessarily an advantage to know in what group the hand belongs. In other words, it cannot be determined in what group a hand belongs without first deciding upon the play.

IX

THE PLAY OF DECLARANT'S OPPONENTS

In Group I are three hands and in Group II four hands illustrating, respectively, forcing declarant and not doing so. As a rule, a player's best defense is to force declarant, especially when holding four or more trumps or when the number of trumps held added to those in dummy total four or less, as partner may then hold four or more trumps. When, however, the force cannot possibly hurt declarant and dummy has an established suit or a suit that probably can be established without declarant or dummy losing the lead, leading another suit instead of forcing may result in a trick or ruff or both that could not otherwise have been obtained. Sometimes, too, it is better first to take out dummy's re-entry. Situations also occur where it is obvious from the bidding and the number of trumps in dummy, that the force can do no good, even though dummy has no suit other than a four-card suit to one honor. When in doubt, however, as to forcing declarant, the force is usually the safer play.

In Group III are five no-trump hands illustrating abandoning a suit or shifting to another suit.

Although generally one should avoid changing suits, when a suit has been led that can not be established, or when the player has no re-entry and will not be in the lead at the time the suit is established, it is sometimes better to shift to (or lead) another suit when there is a fair chance of hitting partner's suit, especially if it is the only chance to save game. It should be borne in mind

that a majority of no-trumpers are either weak in one suit or have the suit only once stopped. Then, too, when right-hand opponent bid one no-trump as dealer, it is always possible, though not necessarily probable, partner may hold a four- or five-card suit that can be established in one round, or even an established suit; and did not bid, partly because having nothing else in the hand and partly because he considered the better chance to save game was to trust the suit will be led sooner or later, than to bid and possibly drive adversaries to a better declaration. Hence, while leading another suit may lose a trick, it is sound play if it may gain several tricks or save game, unless of course dummy's hand is so strong that there can be little if any chance of saving game. In the absence of other information, the best chance of finding partner's suit is to lead the suit in which the player and dummy have the fewest cards, especially if dummy is weak in the suit or has a once guarded honor and the leader has a supporting card; and when the situation warrants it, one should not hesitate even to lead through weakness up to what may be strength. It should be stated though, that it frequently happens leading another suit does not achieve the results hoped for; but in that event, the point is that no play would probably have saved game, so that, if the situation justified shifting to another suit, it should make little if any difference in the final result when the shift does not succeed in saving game.

The usual method of preventing a suit in dummy being made is to refuse to win until de-

clarant's last card of the suit is played. It is no use, however, to hold up when dummy has a re-entry, unless declarant's last card of the suit will hold the trick. Sometimes also dummy can be prevented from making a suit by refusing to play a card which, if played, would establish a re-entry in dummy, or by taking out dummy's re-entry before his suit is established. Such play is shown in the three hands of Group IV. When, however, dummy cannot be prevented from making a suit if declarant is in the lead, a sufficient number of tricks to save game can sometimes be obtained in another suit before declarant regains the lead, as shown in hands No. 91 and No. 92 of Group VI.

In discarding, one should generally avoid discarding a singleton or blanking an Ace. One should avoid, too, discarding from a four-card suit when dummy has length in the same suit; also when dummy has less than three cards of said suit, unless it is known that partner is the other player that must hold four or more of the suit. It is sometimes better to discard from strength than from a suit of two small cards, as disclosing weakness in the latter may induce a finesse against partner. When holding two suits and forced to make several discards, it is better to decide which suit to keep and let the other go than try to protect both suits; when, however, partner is keeping or has protection in one suit, it devolves upon the player to keep the other suit.

Groups VI and Z are similar to Groups XI and Y, covering hands illustrating declarant's play, and the remarks therein given apply equally well to the play of declarant's opponents.

X

MAKING OUT THE HANDS

Since most players are not accustomed to seeing printed or recorded hands and so find it rather difficult to get at or appreciate the play, it is better to take a pack, actually sort out the hands, and then follow the play with the actual cards. After all the hands of a group are played, the principles of play for said group given in Chapters VIII or IX should be read again as they will then be better understood.

It may be argued that the comments on the Hands are too long in some cases, and that one does not have time in actual play for any extended reasoning without annoying the other players. It should be stated, however, that correct play can often be determined by a comparatively brief line of thought, while actually to prove such play is correct requires more extended analysis. Then, too, inferences that determine a given play pass through the mind much quicker than they can be expressed in words.

In the one hundred recorded hands, North is always dummy, South the declarant, and hence West always has the opening lead. The asterisk when used denotes the card led as an opening lead, and the card in the recorded play that wins the trick is underlined. Of the last twenty-eight deals, beginning with No. 73, it is the West hand that has the point of play in all the deals except Nos. 78, 79, 84, 85, 90 to 93, inclusive, and 98 to 100, inclusive, in which it is the East hand that

has the point of play or makes the proper defense.

The best way to learn Auction, after a knowledge of the usual bidding and conventions has been obtained, is by the play of instructive or illustrative hands under as nearly as possible the same conditions as occur in actual play (that is, without knowledge as to any cards other than those held by the player and dummy), and then reading the comments on the play of said hands. This can be done by taking a sheet of paper, the same width as a page and about half the length, and covering the hands in No. 1, for example, so that none of the hands are exposed. After sorting a pack of cards, the first card played by West is laid face up, on top of which is placed face up the card played by West at Trick 2, then at Trick 3, and so on to the end. The East hand is then made out in the same way, and the two packets containing the West and East hands are then laid face down with the third packet containing the balance of the deal, together with a memorandum that the cards are hand No. 1. Then deal or hand No. 2, after first covering with the sheet of paper, is made out in the same way, and so on, until four or more hands have been done. This should be accomplished without any attempt to remember the West and East cards or the order in which such cards are played, and if so, especially when a sufficient number of hands are made out at one time, one will obtain very little if any idea as to the hand. To complete the deal the illustrated hand is covered as before and, by sliding the sheet of paper towards the bottom of the page until only the dummy hand is exposed,

the latter can be made out from the third packet of the pack that contains the West and East hands of the corresponding deal; after which, by sliding the paper towards the top of the page, declarant's (South's) hand can be made out. Half the balance of the cards, if any, that are left over from the third packet can be placed under the West packet and the rest under the East packet, without regard as to whether such cards belong as so placed; since if, for example, the play as recorded ends at Trick 7, it simply means that declarant after Trick 7 knows or should know just how many tricks he can take, and hence it is not necessary that the left over cards be placed correctly in making out the duplicate hand. Then after the bidding is noted, the hand is ready for play, the West packet face down being at the left, the East packet face down at the right, and the exposed or faced dummy packet opposite. Or if it is desired to play the hand at some other time, the four packets can be laid aside, or gathered together in one packet in such a way as to enable the player to separate and place the respective packets as before. The advantage of first making out the West and East hands consecutively for a series of deals and then sorting out the corresponding North and South hands consecutively for the corresponding series of deals, is that it lessens the chance of obtaining any inkling of the hand that might influence the play, yet takes very little more time.

In the last twenty-eight deals (beginning with No. 73 and illustrating play of declarant's opponents) the position of the hands is changed, South

being at the left and dummy (North) at the right; hence the sheet of paper used to conceal the hands should be folded to a width that will expose the North or dummy hand; then by sliding the paper downwards the West and dummy hands only are exposed as required for deals 73 to 77, 80 to 83, 86 to 89, and 94 to 97, while sliding the paper upward will expose the East and dummy hands in deals 78, 79, 84, 85, 90 to 93, and 98 to 100. In making out the deals in which the West hand should be exposed, the North, East, and South hands should first be made out for a series of deals instead of the West and East hands, as already described for the first seventy-two deals. For deals in which the East hand should be exposed, it is the West, North, and South hands that are required. The three packets are then laid face down and the remaining hand is sorted out from the fourth packet by sliding the paper so as to expose the desired hand only; the balance of the cards, if any, left over from the fourth packet is divided into three parts and placed under the three face down packets. At the same time another pack is necessary to make out the dummy hand; thus the latter will then have two packets, the top card of the face downward packet first made out being the card declarant plays from the dummy hand at Trick 1, and the packet from the second pack being face up to show dummy's whole hand.

If the foregoing instructions are followed, to make out a few hands at a time does not require a great deal of time and is well worth while, since one's game will improve to say nothing of the in-

creased enjoyment that will be obtained in future play. When in playing a hand, a player apparently revokes or plays a card that does not appear reasonable, it is obvious that the one playing the hand is probably not playing the deal correctly, or else has played or led a different card than that shown in the recorded play. Hence he should either try the hand over again or else turn to the comments on said hand to see the reason for a different line of play.

ILLUSTRATIVE
AUCTION HANDS

COMMENTS ON HAND NO. 1

Trick 4.—South can see that after lead of Ace of clubs and three rounds of diamonds, he can lead the remaining heart and compel adversary to lead spades, thus enabling him to make two spade tricks and game, since adversaries cannot lead any other suit without allowing a discard in one hand and a ruff in the other.

COMPELLING ADVERSARY TO LEAD A CERTAIN
SUIT OR ELSE ALLOW A DISCARD IN ONE
HAND AND A RUFF IN THE OTHER

The score is love all. East deals

▲ J 1095

• A 4

• 10 642

♦ AK5

GROUP II

No. 1

♠ K Q 6
♥ 10 8 3
♣ 9
♦ 10 9 8 7 4 3

N
W E
S

♠ 8 7 3
♥ K Q J 6 5 2
♣ K 8 5
♦ J

♠ A 4 2
♥ 9 7
♣ A Q J 7 3
♦ Q 6 2

Round	Dealer	South	West	North
1	two hearts	three clubs	three hearts	four clubs
2	no	no	no	

Trick	West	North	East	South
1	10 ♥	<u>A ♥</u>	2 ♥	7 ♥
2	9 ♣	<u>10 ♣</u>	5 ♣	7 ♣
3	3 ♦	4 ♣	8 ♣	J ♣
4	4 ♦	2 ♣	<u>K ♣</u>	<u>A ♣</u>
5	7 ♦	5 ♦	J ♦	<u>Q ♦</u>
6	8 ♦	<u>K ♦</u>	5 ♥	6 ♦
7	9 ♦	<u>A ♦</u>	6 ♥	2 ♦
8	8 ♥	4 ♥	<u>J ♥</u>	9 ♥
9	<u>Q ♠</u>	5 ♠	8 ♠	2 ♠
10	6 ♠	<u>9 ♠</u>	7 ♠	4 ♠
11	<u>K ♠</u>	10 ♠	3 ♠	<u>A ♠</u>
12	10 ♦	6 ♣	Q ♥	<u>Q ♣</u>
13	3 ♥	J ♠	<u>K ♥</u>	3 ♣

North and South make five odd

COMMENTS ON HAND NO. 2

Bidding.—South bids a diamond, instead of one no-trump, because of advanced score, but as all four suits are stopped, he should bid no-trumps.

Trick 1.—South can count one heart, two spade and three club tricks, and if the Queen of diamonds falls on the first or second round, five trump tricks.

Trick 4.—As West discards the 5 of hearts, East can have no more hearts.

Trick 5.—South can now see that by ruffing third round of spades and leading three rounds of clubs, he can then lead a trump and compel East either to lead spades or clubs, giving him (declarant) a heart discard in one hand and a ruff in the other hand, thus taking eleven tricks. Or if East ruffs a club, the result is the same.

Remarks.—Three rounds of spades should be led before three rounds of clubs, as if latter are led first, the third round might be trumped. In that event declarant would have to lose another heart trick.

COMPELLING ADVERSARY TO LEAD A CERTAIN SUIT OR ELSE ALLOW A DISCARD IN ONE HAND AND A RUFF IN THE OTHER

N and S 18, E and W 0 on first game. South deals

♠ A 6 2

♥ 8 6 3

♣ 9 8 3

♦ J 7 6 2

GROUP I

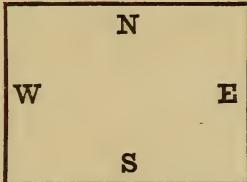
No. 2

♠ Q 10 7 4

♥ Q J 10 5 4

♣ 7 5 2

♦ 10



♠ J 9 8 5

♥ A 7

♣ J 10 6 4

♦ Q 9 3

♠ K 3

♥ K 9 2

♣ A K Q

♦ A K 8 5 4

Round	Dealer	West	North	East
1	one diamond	no	no	no

Trick	West	North	East	South
1	Q ♥	3 ♥	A ♥	2 ♥
2	4 ♥	6 ♥	7 ♥	K ♥
3	10 ♦	2 ♦	3 ♦	K ♦
4	5 ♥	6 ♦	9 ♦	A ♦
5	4 ♠	2 ♠	5 ♠	K ♠
6	7 ♠	A ♠	8 ♠	3 ♠
7	10 ♠	6 ♠	9 ♠	4 ♦
8	2 ♣	3 ♣	4 ♣	A ♣
9	5 ♣	8 ♣	6 ♣	K ♣
10	7 ♣	9 ♣	10 ♣	Q ♣

North and South win five odd tricks

COMMENTS ON HAND NO. 3

Trick 2.—South to make contract must win two club tricks, but as King of clubs may be on his left, he can be sure of making two club tricks (unless both King and Jack are in West's hand) only by compelling adversary to lead clubs.

Trick 6.—South now leads a spade from dummy as adversaries will sooner or later have to lead clubs, or else give declarant a discard in one hand and a ruff in the other.

Trick 7.—It makes no difference what East now leads.

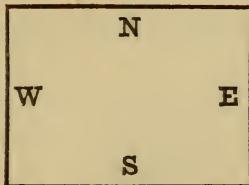
COMPELLING ADVERSARY TO LEAD A CERTAIN SUIT OR ELSE ALLOW A DISCARD IN ONE HAND AND A RUFF IN THE OTHER

The score is love all. South deals

♠ 9 6 4
 ♥ J 10 9 4 2
 ♣ 10 7 3
 ♦ K 10

GROUP I
No. 3

♠ K 7 2
 ♥ 6 3
 ♣ K 9 4
 ♦ A Q 8 7 6



♠ A Q J 8
 ♥ 7 5
 ♣ J 8 5 2
 ♦ J 3 2

♠ 10 5 3
 ♥ A K Q 8
 ♣ A Q 6
 ♦ 9 5 4

Round	Dealer	West	North	East
1	one heart	two diamonds	two hearts	no
2	no	no		

Trick	West	North	East	South
1	A ♦	10 ♦	2 ♦	5 ♦
2	7 ♦	K ♦	3 ♦	9 ♦
3	3 ♥	2 ♥	5 ♥	Q ♥
4	6 ♥	9 ♥	7 ♥	A ♥
5	8 ♦	10 ♥	J ♦	4 ♦
6	2 ♠	4 ♠	A ♠	3 ♠
7	K ♣	3 ♣	2 ♣	6 ♣

North and South make two odd tricks or contract

COMMENTS ON HAND NO. 4

Tricks 2, 3 and 4.—South gives dummy an opportunity to ruff third round of spades before leading trumps, although ruffing with the King will enable the Jack of diamonds to take a trick, if one adversary holds the Jack twice guarded. The play, however, will save a trick if one adversary has Jack alone, or Jack once guarded, or Jack with three or four others.

Trick 5.—South reasons West probably has Ace of hearts, as otherwise East would hardly have played low with so many hearts in dummy.

Tricks 9 and 10.—South now leads two more trumps to force discards and to see what happens or what information he can obtain.

Trick 11.—West is now marked with the Ace of hearts alone, and two clubs which are either Queen 7 or Queen Jack. If the latter, as dummy discards after West, forcing another discard will enable dummy to make either King of hearts or the 9 of clubs.

FORCING DISCARDS

The score is love all. North deals

85

♥ K976432

♦ K 9 5

◆ K

GROUP II

No. 4

♠ 6 4 3
♥ A Q 8
♣ Q J 6 2
♦ 7 6 5

N
W E
S

Q J 10 9 2

• J 105

1074

♦ J.3

♦ A K 7

♦ A 8 3

◆ A Q 10 9 8 4 2

Round	Dealer	East	South	West
1	no	no	four diamonds	no
2	no	no		

Trick	West	North	East	South
1	2 ♣	5 ♣	10 ♣	A ♣
2	3 ♠	5 ♠	2 ♠	A ♠
3	4 ♠	8 ♠	9 ♠	K ♠
4	6 ♠	K ♦	10 ♠	7 ♠
5	8 ♥	2 ♥	5 ♥	2 ♦
6	5 ♦	3 ♥	3 ♦	A ♦
7	6 ♦	4 ♥	J ♦	Q ♦
8	7 ♦	6 ♥	Q ♠	10 ♦
9	6 ♣	7 ♥	J ♠	9 ♦
10	Q ♥	9 ♥	10 ♥	8 ♦
11	J ♣	K ♥	J ♥	4 ♦
12	Q ♣	K ♣	4 ♣	3 ♣
13	A ♥	9 ♣	7 ♣	8 ♣

North and South make a big slam

COMMENTS ON HAND NO. 5

Trick 1.—South can count eleven tricks, namely one heart, one diamond and two spade tricks, together with a spade ruff and six trump tricks.

Trick 4.—South ruffs with the Jack in dummy so as not to take any chance on East's being out of spades also.

Tricks 8, 9 and 10.—South now leads all his remaining trumps to force discards, as East now has hearts and diamonds only left; and, as his initial bid marks him with the King of diamonds, he will have to keep for his last three cards one heart and two diamonds, or else unguard the King of diamonds, or if he lets all his hearts go, it will establish South's 10 and 9 of hearts.

Trick 11.—South now leads a heart, so that East on winning will have to lead up to dummy's Ace Queen of diamonds.

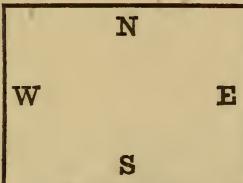
FORCING DISCARDS

The score is love all. East deals

♠ 8 6
 ♥ 8 7 6
 ♣ J 7
 ♦ A Q 9 7 5 4

GROUP II
No. 5

♠ Q J 10 7 5 2
 ♥ J 3
 ♣ 8 3 2
 ♦ 10 8



♠ 4 3
 ♥ K Q 5 4 2
 ♣ 9 4
 ♦ K J 6 2

♠ A K 9
 ♥ A 10 9
 ♣ A K Q 10 6 5
 ♦ 3

Round	Dealer	South	West	North
1	one heart	two clubs	no	no
2	no			

Trick	West	North	East	South
1	J ♥	6 ♥	2 ♥	<u>A ♥</u>
2	2 ♠	6 ♠	3 ♠	<u>A ♠</u>
3	5 ♠	8 ♠	4 ♠	<u>K ♠</u>
4	7 ♠	<u>J ♣</u>	4 ♥	9 ♠
5	2 ♣	7 ♣	4 ♣	10 ♣
6	3 ♣	7 ♥	9 ♣	<u>A ♣</u>
7	8 ♣	4 ♦	2 ♦	<u>K ♣</u>
8	Q ♠	5 ♦	5 ♥	<u>Q ♣</u>
9	3 ♥	7 ♦	6 ♦	6 ♣
10	10 ♠	8 ♥	K ♥	5 ♣
11	J ♠	9 ♦	<u>Q ♥</u>	10 ♥
12	8 ♦	Q ♦	J ♦	3 ♦
13	10 ♦	<u>A ♦</u>	K ♦	9 ♥

North and South make a small slam

COMMENTS ON HAND NO. 6

Trick 3.—South has ten reasonably sure tricks, but to go game cannot allow adversaries to take another trick. His only chance for the extra trick is to force discards.

Trick 9.—East realizes South may hold the King of clubs, but as he cannot discard another heart without allowing dummy to make at least three heart tricks, his only chance is to trust partner has the King of clubs.

Remarks.—South is, of course, fortunate in finding both Queen and Jack of hearts with East, as if West has either, he cannot go game. South, however, increases his chance for game by forcing discards.

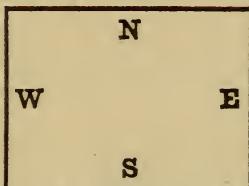
FORCING DISCARDS

The score is love all. North deals

♠ 10 8 3
♥ A K 10 2
♣ 8 7 4 3
♦ 7 6

GROUP II
No. 6

♠ K Q J 6 5 2
♥ 9 7 6 3
♣ 5
♦ 10 8



♠ A 7
♥ Q J 8 5
♣ Q J 10 9
♦ 9 5 4

♠ 9 4
♥ 4
♣ A K 6 2
♦ A K Q J 3 2

Round	Dealer	East	South	West
1	no	no	four diamonds	no
2	no	no		

Trick	West	North	East	South
1	K ♠	3 ♠	7 ♠	4 ♠
2	J ♠	8 ♠	A ♠	9 ♠
3	5 ♣	3 ♣	Q ♣	A ♣
4	8 ♦	6 ♦	4 ♦	A ♦
5	10 ♦	7 ♦	5 ♦	K ♦
6	2 ♠	4 ♣	9 ♦	Q ♦
7	5 ♠	7 ♣	5 ♥	J ♦
8	6 ♠	10 ♠	9 ♣	3 ♦
9	Q ♠	8 ♣	10 ♣	2 ♦
10	3 ♥	2 ♥	J ♣	K ♣
11	6 ♥	10 ♥	8 ♥	6 ♣
12	7 ♥	K ♥	J ♥	2 ♣
13	9 ♥	A ♥	Q ♥	4 ♥

North and South win five odd tricks

COMMENTS ON HAND NO. 7

Trick 1.—South refuses to win first round, as East may have held six spades.

Trick 3.—South has six more sure tricks and to make contract must establish a thirteenth heart or a thirteenth diamond. The adverse distribution of both hearts and diamonds may be four two instead of three three, or if there is an even distribution in one of the two suits, it is a guess which one. South realizes, though, if he allows East to make his spade suit, West will have to make three discards, while he can discard one heart and one club and dummy one diamond and one club.

Trick 6.—The fall of diamonds indicates that East has the 6 and, of course, cannot have both Queen and 10.

Trick 7.—South continues the suit, as it ought to establish, West having discarded one diamond.

Remarks.—If West discards three clubs or had held, say, five diamonds and four hearts and discards one diamond and two clubs, South tries a round of clubs and then decides what to lead. West's best discard at trick 5 is another club.

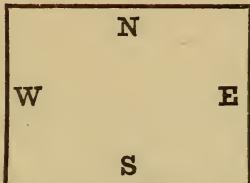
OBTAINING DISCARDS

N and S 20, E and W 20 on rubber game. East deals

♠ 7 6 3
♥ A K 6 2
♣ K 5 2
♦ 5 4 3

GROUP II
No. 7

♠ Q 4
♥ J 10 9 5
♣ J 10 6
♦ Q 10 7 2



♠ K J 9 8 2
♥ Q 4
♣ Q 9 8 7
♦ J 6

♠ A 10 5
♥ 8 7 3
♣ A 4 3
♦ A K 9 8

Round	Dealer	South	West	North
1	no	one no-trump	no	no
2	two spades	two no-trumps	no	no
3	no			

Trick	West	North	East	South
1	Q ♠	3 ♠	2 ♠	5 ♠
2	4 ♠	6 ♠	J ♠	A ♠
3	6 ♣	7 ♠	K ♠	10 ♠
4	2 ♦	3 ♦	9 ♠	3 ♥
5	5 ♥	2 ♣	8 ♠	3 ♣
6	7 ♦	4 ♦	J ♦	K ♦
7	10 ♦	5 ♦	6 ♦	A ♦
8	Q ♦	2 ♥	7 ♣	8 ♦
9	J ♥	K ♥	4 ♥	7 ♥

North and South win two odd tricks

COMMENTS ON HAND NO. 8

Trick 1.—Provided adversaries cannot take a trump trick, South can make a slam if he can make dummy's diamond suit, as he only needs three discards. The adverse distribution of diamonds may be three three or four two, the latter being the more probable. Hence declarant may need two re-entries in dummy, and as West is marked with the Queen 10 7 of clubs, he wins with the Ace of clubs instead of the 9.

Trick 7.—South wisely discards a spade, in case he needs two clubs to put dummy in the lead twice.

Trick 8.—As the diamonds did not clear, South can still make a slam through his foresight in playing Ace of clubs at trick 1.

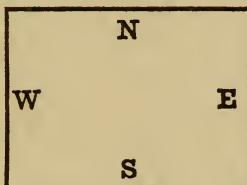
MAKING AN ENTRY CARD

The score is love all. South deals

♠ J 5 3
♥ 4
♣ K J 6
♦ A K 8 7 4 2

GROUP III
No. 8

♠ A Q
♥ 7 6 5 2
♣ Q 10 7 5 3
♦ 6 5



♠ 9 8 7 6 2
♥ J 9
♣ 8 4
♦ Q J 10 9

♠ K 10 4
♥ A K Q 10 8 3
♣ A 9 2
♦ 3

Round	Dealer	West	North	East
1	three hearts	no	no	no

Trick	West	North	East	South
1	5 ♣	6 ♣	8 ♣	A ♣
2	2 ♥	4 ♥	9 ♥	K ♥
3	5 ♥	3 ♠	J ♥	A ♥
4	6 ♥	5 ♠	2 ♠	Q ♥
5	7 ♥	J ♠	6 ♠	10 ♥
6	5 ♦	K ♦	9 ♦	3 ♦
7	6 ♦	A ♦	10 ♦	4 ♠
8	3 ♣	2 ♦	J ♦	3 ♥
9	7 ♣	J ♣	4 ♣	2 ♣
10	10 ♣	4 ♦	Q ♦	8 ♥
11	Q ♣	K ♣	7 ♠	9 ♣
12	Q ♠	8 ♦	8 ♠	10 ♠
13	A ♠	7 ♦	9 ♠	K ♠

North and South make a grand slam

COMMENTS ON HAND NO. 9

Trick 1.—South can count six sure tricks and notes that in order to go game, he must make either the club or the diamond suit. He has seven clubs and seven diamonds in the two hands, but while it is somewhat more probable that the adverse diamonds are evenly distributed (according to the theory of probabilities), playing for the latter suit is likely to result in the adversaries making two diamond and two spade tricks, so that going game will then depend on a successful heart finesse. On the other hand, if the adverse clubs are evenly distributed, playing for the club suit will produce two extra tricks and ensure game without taking any finesse. South therefore hopes to establish the club suit and hence wins the spade trick with the Ace instead of Jack, thus making Queen of spades in dummy a re-entry.

Trick 5.—If the finesse of Queen of hearts loses and West has four hearts, the suit will be established and game saved as the adverse King of spades will be a re-entry. South can play Ace of hearts but passing it up to dummy's 10 by playing low may save a trick, especially as he does not fear a shift to the diamond suit, having it twice stopped.

Trick 6.—West can save one trick by starting the diamond suit, but the heart would seem to be his best lead.

Remarks.—While in this deal, the adverse clubs happened to be evenly distributed and the adverse diamonds not, the distribution might well have been vice versa. However, South's best alternative is to assume either suit will become established on the third round, and then make his choice as to which suit to play for.

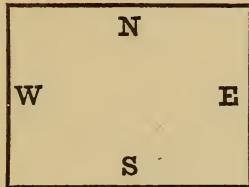
MAKING AN ENTRY CARD

The score is love all. South deals

♠ Q 9 5
 ♥ 10 4
 ♣ A K 8 6 4 2
 ♦ J 2

GROUP III
No. 9

♠ K 10 8 2
 ♥ K 5
 ♣ J 10 7
 ♦ Q 9 8 6



♠ 7 6 3
 ♥ J 9 8 7 6
 ♣ Q 9 5
 ♦ K 5

♠ A J 4
 ♥ A Q 3 2
 ♣ 5
 ♦ A 10 7 4 3

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	2 ♠	5 ♠	6 ♠	A ♠
2	7 ♣	K ♣	3 ♣	5 ♣
3	10 ♣	A ♣	9 ♣	3 ♦
4	J ♣	2 ♣	Q ♣	4 ♦
5	K ♥	4 ♥	9 ♥	2 ♥
6	5 ♥	10 ♥	J ♥	Q ♥
7	K ♠	9 ♠	3 ♠	4 ♠
8	8 ♠	Q ♠	7 ♠	J ♠
9	10 ♠	8 ♣	6 ♥	3 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 10

Bidding.—It is a question what South should bid, as he could declare one no-trump, or two diamonds, or four diamonds; but as the Ace of clubs is solus, either two or four diamonds is the sounder bid.

Trick 2.—South sees there is not much chance for game by making one spade and one heart trick, and ruffing third and fourth round of hearts, as adversaries can defeat the play by two leads of trumps or by trumping higher than dummy on fourth round of hearts. Hence South decides to try to make the spade suit, hoping that the adverse trumps are evenly distributed.

Trick 5.—South is careful to ruff with the 8 of diamonds in case dummy's 7 is a re-entry.

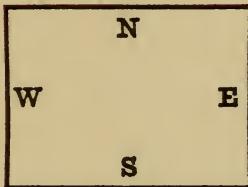
MAKING AN ENTRY CARD

The score is love all. South deals

♠ K J 8 6 2
 ♥ J 4
 ♣ 6 3 2
 ♦ 7 6 3

GROUP III
 No. 10

♠ A Q 3
 ♥ A 9 7 3
 ♣ Q J 10 5
 ♦ J 5



♠ 10 7 4
 ♥ Q 10 6
 ♣ K 9 8 7 4
 ♦ 9 4

♠ 9 5
 ♥ K 8 5 2
 ♣ A
 ♦ A K Q 10 8 2

Round	Dealer	West	North	East
1	four diamonds	no	no	no

Trick	West	North	East	South
1	Q ♣	2 ♣	8 ♣	A ♣
2	3 ♠	J ♠	4 ♠	5 ♠
3	5 ♦	3 ♦	4 ♦	K ♦
4	A ♠	2 ♠	7 ♠	9 ♠
5	J ♣	3 ♣	9 ♣	8 ♦
6	J ♦	6 ♦	9 ♦	A ♦
7	10 ♣	7 ♦	4 ♣	2 ♦
8	Q ♠	K ♠	10 ♠	2 ♥

North and South win five odd tricks

COMMENTS ON HAND NO. 11

Bidding.—South owing to advanced score and singleton spade, bids a diamond instead of no-trumps.

Trick 1.—South plays Jack of hearts so as to make two re-entries in the weaker hand, especially as he may want to lead clubs at least twice from dummy.

Trick 3.—South now leads a club from dummy for the finesse. Although South realizes if the club finesse loses, East will get a ruff on a heart lead by West, he must take it while dummy has the lead in order to go game. The lead of a low diamond instead might save a trick, if East has the King once guarded; or the lead of Queen of diamonds, if West has both 9 and 10 only. The club therefore should be the better chance.

Tricks 4 and 5.—South leads two rounds of trumps, hoping to prevent a heart ruff by East.

Trick 6.—It makes no difference what West now leads.

Trick 7.—South properly leads the 9 of clubs from dummy, so as not to block taking a possible Ace 8 finesse later. He does not lead the trump, as he may have to lead clubs again from dummy.

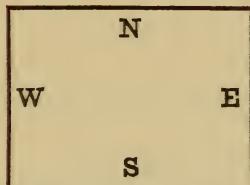
MAKING AN ENTRY CARD

N and S 6, E and W 0 on first game. North deals

♠ J 8 5 4
♥ K 10 2
♣ 9 4 3
♦ Q 8 6

GROUP III
No. 11

♠ K 9 3
♥ A 8 7 6 5
♣ 10 2
♦ K 10 5



♠ A 10 7 6 2
♥ 9 3
♣ K 7 6 5
♦ 9 3

♠ Q
♥ Q J 4
♣ A Q J 8
♦ A J 7 4 2

Round	Dealer	East	South	West
1	no	no	one diamond	one heart
2	two diamonds	no	no	no

Trick	West	North	East	South
1	A ♥	2 ♥	3 ♥	J ♥
2	6 ♥	10 ♥	9 ♥	4 ♥
3	2 ♣	3 ♣	5 ♣	Q ♣
4	5 ♦	6 ♦	3 ♦	A ♦
5	K ♦	8 ♦	9 ♦	2 ♦
6	7 ♥	K ♥	7 ♠	Q ♥
7	10 ♣	9 ♣	6 ♣	J ♣
8	10 ♦	Q ♦	2 ♠	4 ♦
9	5 ♥	4 ♣	7 ♣	8 ♣

North and South make four odd or game

COMMENTS ON HAND NO. 12

Trick 2.—South leads King of spades as it is better to lead high first, from the hand having two of the three high cards in sequence. He then intends to put dummy in with Ace of spades and try to make the diamond suit as only chance for game.

Trick 3.—The 8 of spades played by East at trick 2 indicates, unless he is false-carding, that he is either out or has Jack alone left. The latter is more probable, especially as West would either have bid or opened spades, if he had held five to the Jack. Hence South leads 10 of spades, so that 9 of spades will be another re-entry if needed in dummy.

Trick 4.—It is, of course, immaterial whether dummy leads Queen of diamonds or the 10, but if the former, South must play the Jack so as not to block the suit.

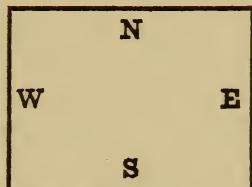
MAKING AN ENTRY CARD

The score is love all. South deals

♠ A 9 4
 ♥ 5
 ♣ 10 8 5
 ♦ Q 10 9 7 6 2

GROUP III
No. 12

♠ 7 6 3 2
 ♥ K Q 3 2
 ♣ A Q 7 3
 ♦ 3



♠ J 8
 ♥ A 8 7 6
 ♣ J 9 6 2
 ♦ K 5 4

♠ K Q 10 5
 ♥ J 10 9 4
 ♣ K 4
 ♦ A J 8

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	3 ♣	5 ♣	9 ♣	K ♣
2	2 ♠	4 ♠	8 ♠	K ♠
3	3 ♠	A ♠	J ♠	10 ♠
4	3 ♦	Q ♦	4 ♦	J ♦
5	3 ♥	10 ♦	5 ♦	8 ♦
6	6 ♠	2 ♦	K ♦	A ♦
7	7 ♠	9 ♠	6 ♣	5 ♠

North and South win four odd tricks

COMMENTS ON HAND NO. 13

Trick 2.—South plays Queen of clubs so that dummy will be in the lead on third round of clubs, in case he (South) decides to lead the spade suit.

Trick 4.—South's tricks are problematical. If East has both the red Kings, he might be set only one or two tricks, if West has a re-entry in the spade suit; but if West can win a spade trick, South cannot then prevent his making clubs sooner or later. Hence the lead of a spade while dummy has the lead, should be South's best chance for tricks.

Trick 5.—South realizes if the diamond finesse loses, he is badly set, probably, but he is helpless and his best chance is to trust the finesse will win. He infers also that East probably has the Queen of spades.

Trick 6.—South knows that if East has the Queen of spades alone, he can establish the suit without West winning a spade trick by leading a low spade, but it is more probable that West, having held so many clubs, is shorter in the spade suit than East. Hence he leads King of spades in order to establish another spade trick if possible.

Trick 7.—South now leads 10 of spades so that dummy will have another re-entry, in case he should want to lead hearts twice through East.

Trick 9.—South now leads a heart, intending to decide after dummy wins, whether to make the spade trick and be satisfied with a set of one trick.

Trick 10.—As West played King of hearts on the preceding trick, South can now see daylight, and of course can now easily make game.

Remarks.—As West has a very small chance of ever getting in to make clubs, he would be justified in shifting to the diamond suit at trick 2; and if he did so, declarant could then only make the odd.

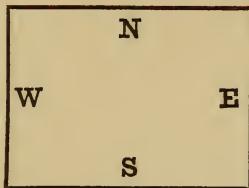
MAKING ENTRY CARDS

The score is love all. South deals

♠ 9 7 4 2
♥ A 7 4
♣ J 8 5
♦ 8 6 3

GROUP III
No. 13

♠ 8 3
♥ K
♣ A K 10 9 7 4 2
♦ J 10 2



♠ A Q J
♥ J 9 6 5 3
♣ —
♦ K 9 7 5 4

♠ K 10 6 5
♥ Q 10 8 2
♣ Q 6 3
♦ A Q

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	A ♣	5 ♣	3 ♥	3 ♣
2	K ♣	8 ♣	4 ♦	Q ♣
3	2 ♣	J ♣	5 ♦	6 ♣
4	3 ♠	2 ♠	A ♠	5 ♠
5	2 ♦	3 ♦	7 ♦	Q ♦
6	8 ♠	4 ♠	J ♠	K ♠
7	4 ♣	7 ♠	Q ♠	10 ♠
8	10 ♦	6 ♦	9 ♦	A ♦
9	K ♥	A ♥	5 ♥	2 ♥
10	7 ♣	4 ♥	6 ♥	8 ♥
11	9 ♣	9 ♠	K ♦	6 ♠
12	10 ♣	7 ♥	9 ♥	10 ♥
13	J ♦	8 ♦	J ♥	Q ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 14

Trick 3.—As the two other adverse Aces must make, South in order to go game must find the spade suit evenly distributed and the Ace of spades with East. Hence two spade leads are necessary from the dummy hand, and therefore declarant's only chance for game is for the finesse of the 10 of hearts to win. While the finesse may lose a trick, he must take it.

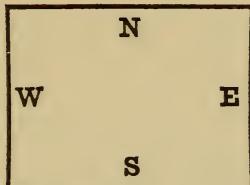
DOUBLE ENTRY

The score is love all. South deals

♠ 9 6 3
 ♥ K 10
 ♣ 9 5 4
 ♦ 8 7 4 3 2

GROUP III
 No. 14

♠ 8 7 5
 ♥ J 8 3
 ♣ A 8 7 2
 ♦ A Q 10



♠ A J 10
 ♥ 9 5 2
 ♣ Q 10 6
 ♦ K J 9 5

♠ K Q 4 2
 ♥ A Q 7 6 4
 ♣ K J 3
 ♦ 6

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	A ♣	4 ♣	6 ♣	3 ♣
2	7 ♣	5 ♣	Q ♣	K ♣
3	3 ♥	10 ♥	2 ♥	4 ♥
4	5 ♠	3 ♠	10 ♠	K ♠
5	8 ♥	K ♥	5 ♥	6 ♥
6	7 ♠	6 ♠	A ♠	2 ♠
7	8 ♠	9 ♠	J ♠	Q ♠

North and South win four odd tricks

COMMENTS ON HAND NO. 15

Trick 1.—Declarant wins first trick in dummy in order to lead a heart for the finesse and also so that his Ace 10 of clubs will be a major tenace.

Trick 4.—South is now sure of eight tricks by putting dummy in again for one more heart lead through East, in case latter held four trumps originally; but if the diamonds are evenly distributed, he cannot then make dummy's thirteenth diamond.

Trick 5.—As South needs to make nine tricks to go game, he leads Ace of hearts, trusting each adversary held three trumps originally, as it is the only chance to make the necessary extra diamond trick.

Trick 6.—South now leads a diamond and refuses to play dummy's Ace, so that the latter can win the third round in case the suit will then be established.

Trick 8.—It makes no difference what East now leads, as South must get one discard sooner or later.

HOLDING UP THE MASTER CARD OF LONG SUIT

N and S 6, E and W 28 on first game. South deals

♠ 7 6 4
♥ 7 4 2
♣ K 6 2
♦ A Q 8 3

GROUP III
No. 15

♠ A Q 3
♥ 9 8 5
♣ Q J 9 8
♦ K 7 2

N
W E
S

♠ K J 10 2
♥ K 6 3
♣ 7 5 4
♦ J 10 5

♠ 9 8 5
♥ A Q J 10
♣ A 10 3
♦ 9 6 4

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	Q ♣	<u>K ♣</u>	4 ♣	3 ♣
2	5 ♥	2 ♥	3 ♥	Q ♥
3	2 ♦	<u>Q ♦</u>	5 ♦	4 ♦
4	8 ♥	4 ♥	6 ♥	J ♥
5	9 ♥	7 ♥	<u>K ♥</u>	A ♥
6	7 ♦	<u>3 ♦</u>	10 ♦	9 ♦
7	3 ♠	4 ♠	<u>J ♠</u>	8 ♠
8	8 ♣	2 ♣	7 ♣	A ♣
9	K ♦	<u>A ♦</u>	J ♦	6 ♦

North and South make three odd or game

COMMENTS ON HAND NO. 16

Trick 2.—South can count five trump tricks and four heart tricks if the heart finesse wins. He ruffs with one of his high trumps in case he needs to put dummy in the lead twice, for three heart leads through East.

Trick 9.—Since West bid clubs originally and with both Ace King would have opened clubs, and as East after bidding diamonds raised the club bid, the latter should have one or two clubs only, including Ace or King. Hence if North (dummy) ducks, East will either block the suit and have to lead a diamond, or if he takes with his honor, the Queen in dummy makes. South therefore refuses to play dummy's Queen of clubs.

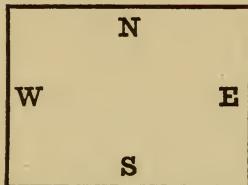
DUCKING

The score is love all. West deals

♠ J 10 8 7
 ♥ 10 9 6 2
 ♣ Q 7 6
 ♦ 9 4

GROUP IV
 No. 16

♠ 5 3
 ♥ 8 7
 ♣ K J 9 8 5
 ♦ A J 5 3



♠ 4 2
 ♥ K 5 3
 ♣ A 3
 ♦ K Q 10 8 6 2

♠ A K Q 9 6
 ♥ A Q J 4
 ♣ 10 4 2
 ♦ 7

Round	Dealer	North	East	South
1	one club	no	one diamond	one spade
2	no	no	two clubs	two spades
3	three diamonds	no	no	three spades
4	no	no	no	

Trick	West	North	East	South
1	A ♦	4 ♦	2 ♦	7 ♦
2	J ♦	9 ♦	6 ♦	Q ♠
3	3 ♠	7 ♠	2 ♠	K ♠
4	5 ♠	8 ♠	4 ♠	6 ♠
5	7 ♥	10 ♥	3 ♥	4 ♥
6	8 ♥	6 ♥	5 ♥	J ♥
7	5 ♣	2 ♥	K ♥	A ♥
8	5 ♦	9 ♥	8 ♦	Q ♥
9	8 ♣	6 ♣	3 ♣	2 ♣
10	9 ♣	7 ♣	A ♣	4 ♣
11	3 ♦	10 ♠	K ♦	10 ♣
12	J ♣	Q ♣	10 ♦	9 ♠
13	K ♣	J ♠	Q ♦	A ♠

North and South win four odd tricks

COMMENTS ON HAND NO. 17

Trick 1.—South can count two heart tricks, three spade and three club tricks, and an extra club trick if the Jack falls on second or third round. He cannot expect to make a diamond trick as the heart suit will be established.

Trick 2.—South starts to establish spades. The lead of Queen cannot gain unless East has both 9 and 10 only, and may lose. His best chance for game is to make four club tricks rather than four spade tricks.

Trick 7.—South knows one adversary holds four clubs and as West opened a four-card suit headed by King Jack, South concludes he probably held originally besides his singleton spade, three four-card suits; and as he has discarded two diamonds, decides chances favor his having four clubs to the Jack, rather than four to the 8 or 7. South therefore now leads a club to take the King 10 finesse in dummy, keeping the Jack of spades for a re-entry in case the finesse succeeds.

Remarks.—If South had held instead of the 9 of clubs, any smaller card, the King 10 finesse in dummy at trick 7 would be obligatory.

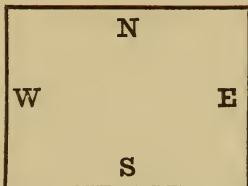
THE FINESSE

The score is love all. South deals

♠ A 7 6 2
 ♥ 8 7 5 3
 ♣ K 10
 ♦ J 9 3

GROUP IV
 No. 17

♠ 5
 ♥ K J 6 2
 ♣ J 8 6 4
 ♦ 7 6 5 4



♠ K 10 9 3
 ♥ 10 9 4
 ♣ 7 5 3
 ♦ A K 10

♠ Q J 8 4
 ♥ A Q
 ♣ A Q 9 2
 ♦ Q 8 2

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	2 ♥	3 ♥	9 ♥	Q ♥
2	5 ♠	A ♠	3 ♠	4 ♠
3	4 ♦	2 ♠	K ♠	8 ♠
4	5 ♦	3 ♦	K ♦	2 ♦
5	6 ♥	5 ♥	10 ♥	A ♥
6	6 ♦	6 ♠	9 ♠	Q ♠
7	4 ♣	10 ♣	3 ♣	2 ♣
8	6 ♣	K ♣	5 ♣	9 ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 18

Bidding.—East should have passed instead of bidding two hearts.

Trick 2.—South is in somewhat of a quandary. He does not like to lead the diamond suit, as four of the adverse diamonds may be in one hand. The possibilities of the hand would seem to be in making the club suit, and to do so he needs to get in the dummy hand twice. He therefore concludes to lead a spade, and finesse in dummy, as if right-hand adversary wins, he cannot continue the heart suit without allowing declarant an extra heart trick.

Trick 3.—East's 7 of diamonds is presumably top of nothing, and he is trying to get partner in for another heart lead.

Trick 4.—East is now marked as having one more diamond (unless West held five diamonds originally.) So South leads another round of the suit in order to exhaust East's diamonds, as if the latter wins the second round of spades, he may well lead a club, especially as dummy is so weak in the suit.

Trick 6.—South's best chance now is to trust the missing honors in clubs are divided and that the 10 is on his right. He therefore plays low as dummy has the 8.

Trick 8.—South now puts dummy in to lead a club for the finesse. He leads the diamond instead of the spade, as if the spade were led and the club finesse should lose, two spades might have been established instead of one diamond.

Remarks.—If East at trick 6 had led the 10 of clubs so as to top dummy's 8, declarant can then make only two club tricks; but, if the 4 and 2 of clubs are interchanged, the lead of 10 of clubs would not save a trick.

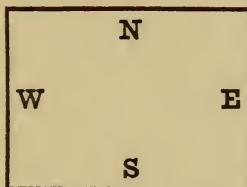
THE FINESSE AND MAKING ONE ADVERSARY LEAD

The score is love all. South deals

♠ K 10 8
 ♥ J 6 4
 ♣ 8 5 3
 ♦ Q 9 6 2

GROUP IV
 No. 18

♠ J 7 6 5 2
 ♥ 5 2
 ♣ Q 6
 ♦ J 10 8 4



♠ A Q
 ♥ Q 10 9 7 3
 ♣ K 10 7 4
 ♦ 7 3

♠ 9 4 3
 ♥ A K 8
 ♣ A J 9 2
 ♦ A K 5

Round	Dealer	West	North	East
1	one no-trump	no	no	two hearts
2	two no-trumps	no	no	no

Trick	West	North	East	South
1	5 ♥	4 ♥	9 ♥	K ♥
2	2 ♠	8 ♠	Q ♠	3 ♠
3	4 ♦	2 ♦	7 ♦	K ♦
4	8 ♦	6 ♦	3 ♦	A ♦
5	5 ♠	10 ♠	A ♠	4 ♠
6	Q ♣	3 ♣	4 ♣	2 ♣
7	2 ♥	6 ♥	10 ♥	A ♥
8	10 ♦	Q ♦	3 ♦	5 ♦
9	6 ♣	5 ♣	7 ♣	9 ♣
10	6 ♠	K ♠	7 ♥	9 ♠
11	7 ♠	8 ♣	10 ♣	J ♣
12	J ♠	9 ♦	K ♣	A ♣
13	J ♦	J ♥	Q ♥	8 ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 19

Bidding.—South should have bid one heart initially instead of one diamond. West has a light one trick raise for the spade bid, but does not do so as partner may have had to overbid in order to show the suit, and he does not expect opponents to go game at diamonds.

Trick 2.—If South has dummy ruff his two losing hearts he will have to lose three club tricks, or he can ruff the third round and trust the Queen of hearts will fall. In latter event, he can go game if two rounds of trumps will exhaust the adverse trumps, but not if one adversary has three trumps, as he cannot probably even lead one round of trumps and obtain a club ruff in dummy, in case he can give dummy a club discard on fourth round of hearts, since the adversary can defeat the play by leading trumps. As declarant held a singleton originally and probability calculations show the adverse trump distribution of three one is more probable than two two, and since also going game by not taking the heart finesse involves finding not only that the adverse trumps are evenly distributed, but that the adversary holding four or more hearts has not the Queen, he decides to avoid leading trumps and to try the heart finesse in order to get a club discard on third round of hearts in case finesse succeeds.

Trick 4.—The 6 of hearts is missing and hence one adversary is false-carding, and it is probably East as West would not be apt to try to deceive by playing the 7 instead of the 6. As South needs to obtain two ruffs in dummy and cannot first take two rounds of trumps as one adversary may hold three trumps, he concludes it is safer to rely on the probability East is false-carding, and so leads the third round of hearts.

Trick 5.—South leads a club to establish ruff in dummy.

Trick 8.—South does not risk West's being able to overtrump.

Trick 9.—Dummy can safely trump with the 3, as West cannot have both Ace and King of clubs since he neither opened the suit nor supported partner's spade bid.

Trick 10.—East can now have no more diamonds.

Remarks.—If West at trick 6 leads the heart, dummy refuses to trump and discards another club.

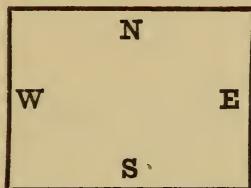
THE FINESSE AND ESTABLISHING A RUFF

The score is love all. South deals

♠ A 10 4 3
 ♥ 9 3
 ♣ 9 8 2
 ♦ A Q 8 3

GROUP IV
 No. 19

♠ Q 8
 ♥ 10 8 7 2
 ♣ K 10 7 6
 ♦ 10 6 5



♠ K J 9 7 6 5
 ♥ Q 6 5
 ♣ A Q 4
 ♦ 2

♠ 2
 ♥ A K J 4
 ♣ J 5 3
 ♦ K J 9 7 4

Round	Dealer	West	North	East
1	one diamond	no	two diamonds	two spades
2	three diamonds	no	no	no

Trick	West	North	East	South
1	Q ♠	A ♠	5 ♠	2 ♠
2	2 ♥	3 ♥	5 ♥	J ♥
3	7 ♥	9 ♥	Q ♥	A ♥
4	8 ♥	2 ♣	6 ♥	K ♥
5	10 ♣	8 ♣	4 ♣	3 ♣
6	8 ♠	3 ♠	9 ♠	4 ♦
7	6 ♣	9 ♣	Q ♣	5 ♣
8	7 ♣	4 ♠	K ♠	J ♦
9	K ♣	3 ♦	A ♣	J ♣
10	5 ♦	A ♦	2 ♦	7 ♦
11	10 ♥	10 ♠	J ♠	K ♦
12	6 ♦	8 ♦	6 ♠	9 ♦
13	10 ♦	Q ♦	7 ♠	4 ♥

North and South win five odd tricks

COMMENTS ON HAND NO. 20

Trick 1.—East's play of King of spades would seem to indicate it is the only spade he has, and as South may lose one diamond trick in establishing dummy's suit and does not fear the lead of any other suit, he refuses to win the spade trick. In other words, if West has a diamond re-entry as well as the Ace of hearts, he can make the spade suit, if declarant does not hold up the Ace.

Trick 7.—The obvious play is to put dummy in by leading a low spade in order to make his two established diamonds. South, however, still has the club suit stopped and as West holds five more spades, his other two cards are either two hearts or one heart and one club. But if he has two hearts and one is the Ace, he can save a trick by leading through.

Remarks.—If South wins first round of spades because having the suit twice stopped, he can only make two odd.

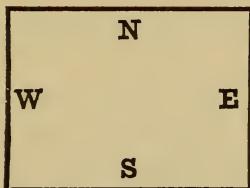
HOLDING UP

The score is love all. South deals

♠ Q 5 3
♥ Q 4 3
♣ K 8
♦ A K 7 6 2

GROUP V
No. 20

♠ J 10 9 7 4 2
♥ A 8
♣ 6 3
♦ Q 10 8



♠ K
♥ J 10 7 6 2
♣ Q J 10 5 4
♦ 9 4

♠ A 8 6
♥ K 9 5
♣ A 9 7 2
♦ J 5 3

Round	Dealer	West	North	East
1	one no-trump	no	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	J ♠	3 ♠	K ♠	6 ♠
2	3 ♣	K ♣	Q ♣	2 ♣
3	8 ♦	A ♦	4 ♦	3 ♦
4	10 ♦	K ♦	9 ♦	5 ♦
5	Q ♦	2 ♦	2 ♥	J ♦
6	6 ♣	8 ♣	10 ♣	A ♣
7	8 ♥	Q ♥	6 ♥	5 ♥
8	2 ♠	7 ♦	4 ♣	7 ♣
9	4 ♠	6 ♦	5 ♣	9 ♣
10	7 ♠	Q ♠	J ♣	8 ♠
11	A ♥	3 ♥	10 ♥	9 ♥
12	10 ♠	5 ♠	7 ♥	A ♠
13	9 ♠	4 ♥	J ♥	K ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 21

Trick 1.—South can count two spade, two diamond, one heart, and two or three club tricks if he plays to make the club suit, so that going game would seem to depend on being able to make the heart suit instead, by finding 10 of hearts with West and the honors divided. He therefore refuses to win first round of spades, as otherwise, if East wins the first heart trick, another spade lead will enable the suit to be made eventually if West has the Ace of clubs.

Trick 2.—South now plays King so as to save dummy's Ace for a re-entry if needed, and also in order to start the heart suit.

Trick 3.—South finesses dummy's 8 of hearts, as it is the best chance to make the suit, although West could have both King and Queen, or East King and Queen only.

Tricks 9 and 10.—It makes no difference how East discards, as South can read his hand.

Remarks.—If South wins first round of spades, he makes two odd only, unless he first takes out the adverse Ace of clubs.

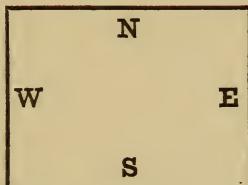
HOLDING UP

The score is love all. South deals

♠ A 7 5
 ♥ A J 8 6 3
 ♣ 6 4 2
 ♦ J 5

GROUP V
No. 21

♠ J 10 6 4 2
 ♥ K 10 4
 ♣ A 5
 ♦ 9 3 2



♠ Q 8
 ♥ Q 7 2
 ♣ J 8 7 3
 ♦ Q 10 8 4

♠ K 9 3
 ♥ 9 5
 ♣ K Q 10 9
 ♦ A K 7 6

Round	Dealer	West	North	East
1	one no-trump	no	two hearts	no
2	two no-trumps	no	no	no

Trick	West	North	East	South
1	4 ♠	5 ♠	Q ♠	3 ♠
2	2 ♠	7 ♠	8 ♠	K ♠
3	4 ♥	8 ♥	Q ♥	5 ♥
4	A ♣	2 ♣	3 ♣	Q ♣
5	6 ♠	A ♠	4 ♦	9 ♠
6	2 ♦	J ♦	Q ♦	K ♦
7	10 ♥	J ♥	2 ♥	9 ♥
8	K ♥	A ♥	7 ♥	6 ♦
9	10 ♠	6 ♥	8 ♦	9 ♣
10	J ♠	3 ♥	10 ♦	7 ♦
11	5 ♣	4 ♣	7 ♣	10 ♣
12	3 ♦	6 ♣	8 ♣	K ♣
13	9 ♦	5 ♦	J ♣	A ♦

North and South win four odd tricks

COMMENTS ON HAND NO. 22

Trick 1.—South can count one diamond, one spade, three or four heart, and six club tricks or a small slam, provided East has not the King of clubs, and the hearts are evenly distributed. On the other hand, if East has the King of clubs, he is not even likely to go game if he wins the first diamond trick. He therefore refuses to win first round of diamonds as he will then be sure of game if East held originally one, two, or four diamonds.

Remarks.—South's refusing to win at trick 1, saves three tricks.

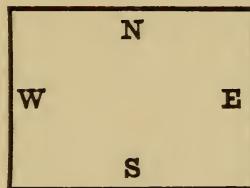
HOLDING UP

The score is love all. South deals

♠ J 3
 ♥ K 5 3
 ♣ A J 10 9 8 6
 ♦ 9 7

GROUP V
No. 22

♠ 8 7 6 2
 ♥ 9 4
 ♣ 2
 ♦ A 10 6 5 4 2



♠ K Q 9 5
 ♥ J 10 8 7
 ♣ K 5 3
 ♦ Q 3

♠ A 10 4
 ♥ A Q 6 2
 ♣ Q 7 4
 ♦ K J 8

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	5 ♦	7 ♦	Q ♦	8 ♦
2	A ♦	9 ♦	3 ♦	J ♦
3	9 ♥	3 ♥	8 ♥	Q ♥
4	2 ♣	6 ♣	3 ♣	Q ♣
5	2 ♦	8 ♦	K ♦	4 ♦
6	7 ♠	3 ♠	K ♠	A ♠
7	4 ♥	K ♥	7 ♥	2 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 23

Trick 1.—South notes that he has six sure tricks and that going game depends on making the club suit. To do so, it is necessary to prevent the adverse diamond suit making if possible, unless West opened a four-card suit. Hence South refuses to win the diamond trick, as so doing cannot lose a trick, although realizing the play cannot gain if East held three diamonds originally, for West could then refuse to play his Ace on second round.

Remarks.—If South does not hold up at trick 1, he is set one trick.

HOLDING UP

The score is love all. South deals

♠ 6 4 3

♥ 10 5

♣ A J 10 7 3 2

♦ J 5

GROUP V

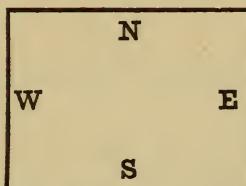
No. 23

♠ 9 8 2

♥ Q 7 4

♣ 8

♦ A 10 8 4 3 2



♠ Q J 10 7

♥ J 9 6 2

♣ K Q 9

♦ Q 6

♠ A K 5

♥ A K 8 3

♣ 6 5 4

♦ K 9 7

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♦	5 ♦	Q ♦	7 ♦
2	A ♦	J ♦	6 ♦	9 ♦
3	3 ♦	3 ♠	7 ♠	K ♦
4	8 ♣	10 ♣	Q ♣	4 ♣
5	2 ♠	4 ♠	Q ♠	K ♠
6	8 ♠	2 ♣	9 ♣	5 ♣
7	7 ♥	5 ♥	2 ♥	K ♥
8	2 ♦	A ♣	K ♣	6 ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 24

Bidding.—North reasons there is a better chance for four odd at spades than for five odd at diamonds, hence passes, as a two-diamond bid might discourage partner continuing spades.

Trick 3.—South plays King of spades, since if intending to finesse, it is better to do so on second round than on first round.

Trick 5.—South refuses to take the spade finesse, since if it loses he will fail to go game, as adversary can then make a heart and a club trick. But if the adversary that holds the Queen of spades holds another diamond, declarant by leading diamonds can get a heart discard, and so can go game (unless four of the adverse trumps are in one hand) as dummy can continue leading diamonds until the adverse trump is played; then re-enter with his last trump by ruffing second round of clubs. South knows also he has a fair chance for small slam, for if East is false-carding in spades, the Queen of spades may drop.

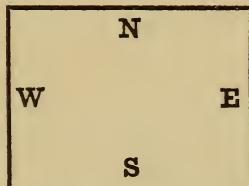
REFUSING TO FINESSE

The score is love all. South deals

♠ 10 6 3
 ♥ K 10 2
 ♣ 3
 ♦ A K Q J 7 4

GROUP VI
 No. 24

♠ Q 5 4
 ♥ A Q J 3
 ♣ A 8 7
 ♦ 9 6 3



♠ A K J 9 2
 ♥ 7 6 5
 ♣ Q 9 4
 ♦ 8 2

♠ 8 7
 ♥ 9 8 4
 ♣ K J 10 6 5 2
 ♦ 10 5

Round	Dealer	West	North	East
1	one spade	no	no	no

Trick	West	North	East	South
1	A ♥	2 ♥	4 ♥	5 ♥
2	Q ♥	K ♥	8 ♥	6 ♥
3	4 ♠	3 ♠	7 ♠	K ♠
4	3 ♦	J ♦	5 ♦	2 ♦
5	5 ♠	6 ♠	8 ♠	A ♠
6	6 ♦	Q ♦	10 ♦	8 ♦
7	9 ♦	K ♦	6 ♣	7 ♥
8	Q ♠	A ♦	2 ♣	4 ♣
9	A ♣	3 ♣	5 ♣	9 ♣

North and South win four odd tricks

COMMENTS ON HAND NO. 25

Trick 2.—West's lead of the 2 of spades looks like a singleton, but whether it is or not, South should not risk East's being able to win the spade, since if West gets a ruff and does not have King of clubs, declarer cannot take the ten tricks necessary to go game. He therefore plays dummy's Ace of spades.

Remarks.—If West at trick 2 had led a small heart (as his partner either must be out or have the Jack) South should refuse to trump as one adversary has at least four trumps, and then ruff the third round, with the hope, after exhausting trumps, that if East has King of clubs, he will not have another heart to lead. He should not risk loss of rubber game by trying for small slam, especially as there is little chance for the small slam since the bidding precludes West's having both the black Kings.

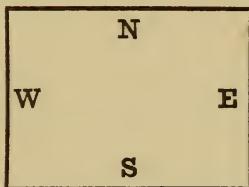
REFUSING TO FINESSE

N and S 6, E and W 12 on rubber game. South deals

♠ A Q 6 3
♥ 10 5 3
♣ A Q 10 4 2
♦ 7

GROUP VI
No. 25

♠ 2
♥ AK9862
♣ 7 5 3
♦ 6 4 2



♠ K 10 7 4
♥ J 7 4
♣ K 8
♦ 9 8 5 3

♠ J 9 8 5
♥ Q
♣ J 9 6
♦ AKQJ 10

Round	Dealer	West	North	East
1	one diamond	one heart	two clubs	two hearts
2	three diamonds	no	no	no

Trick	West	North	East	South
1	K ♥	3 ♥	4 ♥	Q ♥
2	2 ♠	A ♠	4 ♠	5 ♠
3	2 ♦	7 ♦	3 ♦	10 ♦
4	4 ♦	5 ♥	5 ♦	A ♦
5	6 ♦	10 ♥	8 ♦	K ♦
6	2 ♥	3 ♠	9 ♦	Q ♦
7	3 ♣	2 ♣	K ♣	J ♣
8	5 ♣	Q ♠	K ♠	8 ♠
9	6 ♥	4 ♣	J ♥	J ♦

North and South make four odd or game

COMMENTS ON HAND NO. 26

Bidding.—North should have bid two no-trumps on first round, thus preventing East showing a suit.

Trick 2.—South cannot risk the diamond finesse as if it loses, another heart lead by West would enable East to make the heart suit as latter probably has a re-entry in the Ace of spades, in which case South by running can only make three diamond tricks, possibly four clubs, and one heart trick. If East has both King of diamonds and Ace of spades, declarant can go game anyway, but on the other hand if West has the Ace of spades and East King of diamonds, the only way declarant can go game is to finesse the diamond, or to continue the diamond suit if the finesse is not made. Hence South plays Ace of diamonds.

Trick 3.—It would seem reasonably certain that East with King of diamonds and not the Ace of spades would have led the spade at trick 2 instead of the diamond, and his bid also tends to confirm the inference that the latter has Ace of spades. Hence South now leads a spade to take out East's re-entry and to establish two spade tricks.

Remarks.—East can save one trick by leading a spade at trick 5.

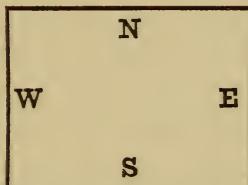
REFUSING TO FINESSE AND TAKING OUT RE-ENTRY

The score is love all. South deals

♠ Q 9 2
 ♥ A J 4
 ♣ K 10 3
 ♦ J 10 9 6

GROUP VI
 No. 26

♠ 8 7 6 3
 ♥ 9 3
 ♣ 9 8 4
 ♦ K 8 7 3



♠ A 10 5
 ♥ K Q 8 6 5
 ♣ J 7 5
 ♦ 5 4

♠ K J 4
 ♥ 10 7 2
 ♣ A Q 6 2
 ♦ A Q 2

Round	Dealer	West	North	East
1	one no-trump	no	no	two hearts
2	no	no	two no-trumps	no
3	no	no		

Trick	West	North	East	South
1	9 ♥	4 ♥	Q ♥	2 ♥
2	7 ♦	6 ♦	5 ♦	A ♦
3	3 ♠	2 ♠	5 ♠	K ♠
4	6 ♠	9 ♠	A ♠	J ♠
5	K ♦	9 ♦	4 ♦	Q ♦
6	3 ♥	À ♥	5 ♥	7 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 27

Bidding.—South bid one no-trump as partner only has to have three diamonds to the 10 to have the suit stopped. He should have bid one heart, however. In latter event, if North bids two diamonds, the final declaration will be the same except as it might affect West's opening lead.

Trick 1.—South counts four club and three heart tricks, which with the Aces in the other two suits, means game if the club suit is established and brought in. He notes that East holds two diamonds, one of which is either 9, 10 or King, as West cannot have all three. If South plays low from dummy and East happens to have the King, the latter will start either the spade or the heart suit, but if the spade is led, the adverse Ace of clubs would enable the suit to be made probably. Hence South plays dummy's Ace of diamonds in order to establish clubs before losing his Ace of spades, especially as if East has the King of diamonds the suit is blocked, and if the 9 or 10, West can then only make two tricks in the suit anyway.

Trick 3.—West, of course, plays King of spades so as not to block the suit.

Tricks 4, 5 and 6.—As dummy blocks the club suit and has no heart to lead, South now leads his three winning hearts and discards dummy's three winning clubs in order to make an extra club trick.

Remarks.—Dummy's hand is a freak.

REFUSING TO FINESSE. UNBLOCKING DISCARDS

The score is love all. South deals

♠ 6 5 4 3

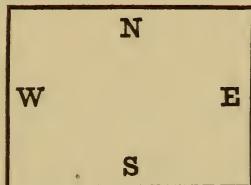
♥ —

♣ K Q J 10

♦ A 8 7 5 2

GROUP VI

No. 27

 ♠ K 9
 ♥ 8 7 6 4
 ♣ 7 6 2
 ♦ 10 9 4 3

 ♠ Q J 10 8 2
 ♥ J 10 9 5 3
 ♣ A
 ♦ K 6

 ♠ A 7
 ♥ A K Q 2
 ♣ 9 8 5 4 3
 ♦ Q J

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	3 ♦	A ♦	6 ♦	J ♦
2	2 ♣	K ♣	A ♣	3 ♣
3	K ♠	3 ♠	Q ♠	A ♠
4	4 ♥	10 ♣	3 ♥	A ♥
5	6 ♥	J ♣	5 ♥	K ♥
6	7 ♥	Q ♣	9 ♥	Q ♥
7	6 ♣	4 ♠	2 ♠	9 ♣

North and South make three odd

COMMENTS ON HAND NO. 28

Bidding.—West's two-heart bid is not sound, although has some justification, as he does not fear a major suit take-out. North prefers to try for rubber game rather than to double and set West.

Trick 3.—The natural play for South is to lead the diamond from dummy for the finesse, but if it loses, adversaries having two Aces can make two spade tricks, thus preventing declarant from going game. He could lead King of hearts, but if West should hold up the Ace, he may not get dummy in again later. He therefore decides to postpone the diamond finesse and lead a club, hoping the 10 of clubs will drop on second or third round.

Trick 7.—West realizes it is no use to hold up the Ace of hearts if South has another club; or, if not, that he (West), to prevent dummy obtaining the lead, will have to lead his singleton King of diamonds and trust his partner can take a diamond trick. He hopes, however, to save game by South's taking a diamond finesse.

Trick 12.—East's discarding his lowest diamond instead of a club at trick 8 tends to indicate that his last card is the 10 of clubs rather than the King of diamonds, in which case West's two cards are the Jack of hearts and the King of diamonds, although it is possible he has the 10 of clubs instead of King of diamonds. The latter event is much less probable, since it would mean a distribution of 5-4-4-0 for West's hand rather than a 4-4-4-1 distribution for East's hand.

Remarks.—The hand also shows a situation wherein the best chance to make both Ace and Queen of a suit is not to finesse.

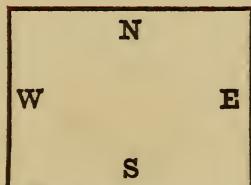
POSTPONING A FINESSE

The score is love all on rubber game. South deals

♠ 10 3
♥ K Q 10 9
♣ Q J 9 3
♦ 10 9 8

GROUP VI
No. 28

♠ Q 9 7 2
♥ A J 8 7 3
♣ 8 7 5
♦ K



♠ K 8 6 4
♥ 5
♣ A 10 4 2
♦ 7 6 4 2

♠ A J 5
♥ 6 4 2
♣ K 6
♦ A Q J 5 3

Round	Dealer	West	North	East
1	one no-trump	two hearts	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	2 ♠	3 ♠	K ♠	A ♠
2	3 ♥	9 ♥	5 ♥	2 ♥
3	5 ♣	3 ♣	2 ♣	K ♣
4	7 ♣	J ♣	A ♣	6 ♣
5	Q ♠	10 ♠	4 ♠	5 ♠
6	7 ♠	8 ♦	6 ♠	J ♠
7	A ♥	10 ♥	8 ♠	4 ♥
8	9 ♠	9 ♦	2 ♦	3 ♦
9	8 ♣	Q ♣	4 ♣	5 ♦
10	7 ♥	K ♥	4 ♦	6 ♥
11	8 ♥	Q ♥	6 ♦	J ♦
12	K ♦	10 ♦	7 ♦	A ♦
13	J ♥	9 ♣	10 ♣	Q ♦

North and South win three odd tricks

COMMENTS ON HAND NO. 29

Trick 1.—South can count eight sure tricks, and the only other possible trick is to make Queen of spades unless he should happen to make Jack of diamonds. He therefore does not hold up the Ace of hearts in case he should decide, after making clubs, to allow West to make the heart suit, as latter would then have to lead either diamonds or spades.

Tricks 7 and 8.—As West discarded one spade and one diamond, South now decides to lead the Ace and King of diamonds in dummy on the chance of exhausting West's diamonds.

Trick 9.—South now leads dummy's heart, as West will then have to lead a spade after making three heart tricks, unless he held four diamonds originally. While South cannot be certain as to the distribution of the adverse diamonds and spades, trusting two rounds of diamonds will force West to lead a spade eventually is a better choice than to gamble on the spade finesse, which, if it loses, will prevent making game. Furthermore, the card distributions of the West and East hands must have been 5-3-3-2 and 4-4-3-2 respectively, or else 5-4-2-2 and 5-3-3-2 respectively, the first named distributions being the more probable.

Remarks.—Provided West holds three spades and three diamonds, it makes no difference how he discards or what cards are held, since if he discards two spades, South can infer he has nothing in spades, or has blanked King of spades either to induce a finesse or in order to keep three diamonds to the Queen. Hence, South at trick 7 would play Ace of spades, as, if the King does not fall, he can still make the Queen of spades by putting dummy in for another spade lead.

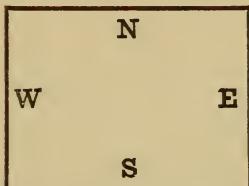
NOT HOLDING UP. THROWING THE LEAD

The score is love all. South deals

♠ 6 4 3
 ♥ K 9 5
 ♣ 10 8 7 6
 ♦ A K 2

GROUP VI
 No. 29

♠ K 8 5
 ♥ Q 8 6 4 2
 ♣ 9 3
 ♦ 10 7 3



♠ J 10 7 2
 ♥ J 10
 ♣ A 5 4
 ♦ Q 9 6 5

♠ A Q 9
 ♥ A 7 3
 ♣ K Q J 2
 ♦ J 8 4

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♥	5 ♥	10 ♥	A ♥
2	3 ♣	6 ♣	A ♣	K ♣
3	2 ♥	<u>K ♥</u>	J ♥	3 ♥
4	9 ♣	7 ♣	4 ♣	J ♣
5	3 ♦	8 ♣	5 ♣	<u>Q ♣</u>
6	5 ♠	10 ♣	5 ♦	2 ♣
7	7 ♦	<u>A ♦</u>	6 ♦	4 ♦
8	10 ♦	<u>K ♦</u>	9 ♦	8 ♦
9	<u>Q ♥</u>	9 ♥	2 ♠	7 ♥
10	<u>8 ♥</u>	2 ♦	7 ♠	9 ♠
11	<u>6 ♥</u>	3 ♠	10 ♠	J ♦
12	8 ♠	4 ♠	J ♠	<u>Q ♠</u>
13	K ♠	6 ♠	Q ♦	<u>A ♠</u>

North and South win three odd tricks

COMMENTS ON HAND NO. 30

Bidding.—North has not a real double, especially after partner's pass, but the adverse score warrants the double and he hopes for a major suit take-out. East should have made a "rescue" by bidding two diamonds.

Trick 1.—South can possibly make three or four club tricks, two or three spade tricks, and one trick each in the red suits, provided he establishes the spade suit before losing Ace of diamonds. If he plays one of dummy's small hearts, East will win the trick and is almost sure to start the diamond suit, especially as partner opened a four-card suit. He, therefore, plays dummy's King. While West does not necessarily have the Ace, the chances are he does, and South must make his best effort to prevent East's winning the trick.

Trick 2.—South first leads dummy's King of clubs, before starting the spade suit, to increase his chances of locating the Queen of clubs on the second round of the suit.

Remarks.—An original diamond opening by West would have saved game, but the heart suit is probably the better opening. At a trump declaration, the diamond is of course the better opening.

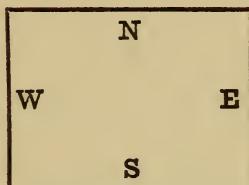
NOT ALLOWING ONE ADVERSARY TO LEAD

N and S 0, E and W 20 on first game. South deals

♠ K 7 5 3
♥ K 6 4 2
♣ A K 8 4
♦ 3

GROUP VI
No. 30

♠ A 10 4
♥ A Q 9 3
♣ Q 3
♦ K Q 9 7



♠ 9 8 2
♥ J 7
♣ 9 7 2
♦ J 10 6 5 2

♠ Q J 6
♥ 10 8 5
♣ J 10 6 5
♦ A 8 4

Round	Dealer	West	North	East
1	no	one	double	no
2	two no-trumps	no	no	no

Trick	West	North	East	South
1	3 ♥	K ♥	7 ♥	5 ♥
2	3 ♣	K ♣	2 ♣	5 ♣
3	A ♠	3 ♠	2 ♠	J ♠
4	A ♥	2 ♥	J ♥	8 ♥
5	Q ♥	4 ♥	8 ♠	10 ♥
6	9 ♥	6 ♥	9 ♠	4 ♦
7	K ♦	3 ♦	6 ♦	A ♦
8	Q ♣	A ♣	7 ♣	J ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 31

Bidding.—Although the heart bid is tempting with East's hand, he should have passed on first round.

Trick 1.—It is obviously no use to pass the heart up to the Queen, as East would win and give his partner a chance to ruff. If West has the Ace of trumps, South can count four trump tricks, two heart and two diamond tricks, and at least two club tricks, making game.

Trick 3.—South realizes if East has King of clubs, he will make King of hearts and a ruff by partner, thus saving game. In other words, if he passes the club lead up to the Jack, he may take either nine or eleven tricks, while the play of Ace from dummy ensures making ten tricks or game.

Remarks.—West's best lead at trick 3 is probably the diamond rather than the club, although as the cards lie it makes no difference.

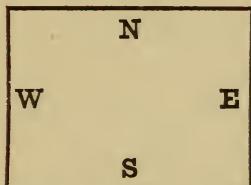
NOT ALLOWING ONE ADVERSARY TO LEAD

The score is love all. East deals

♠ 10 9 3
 ♥ A 6 3 2
 ♣ A Q 6 4
 ♦ K 2

GROUP VI
 No. 31

♠ A 5
 ♥ 10
 ♣ 10 8 5 3
 ♦ 9 8 7 5 4 3



♠ 8 7 4
 ♥ K J 9 7 4
 ♣ K 7
 ♦ Q J 10

♠ K Q J 6 2
 ♥ Q 8 5
 ♣ J 9 2
 ♦ A 6

Round	Dealer	South	West	North
1	one heart	one spade	no	no
2	no			

Trick	West	North	East	South
1	10 ♥	A ♥	4 ♥	5 ♥
2	A ♠	10 ♠	4 ♠	2 ♠
3	3 ♣	A ♣	7 ♣	2 ♣
4	5 ♠	3 ♠	7 ♠	J ♠
5	3 ♦	9 ♠	8 ♠	6 ♠
6	5 ♣	4 ♣	K ♣	9 ♣
7	4 ♦	2 ♥	K ♥	8 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 32

Bidding.—As opponents are 20 on rubber game, South decides to bid to save game if possible. While he could bid three clubs, he concludes that the club suit might be made and so takes a chance on two no-trumps.

Trick 2.—As East should have better than a border line no-trump after adverse heart declaration, South does not believe the 3 of clubs is a top of nothing lead, although it is possible; and must try to make the suit, as it is his best chance for tricks. If the lead is from a long suit, East holds King Queen 7, or if from a three-card suit, any two of these three cards. Hence South plays the 5 as it cannot lose (unless lead was from King Queen 3 or a singleton), and may gain a trick besides increasing his chances of making the suit.

Trick 10.—South can now make contract by playing Ace of hearts and King of spades, but reasons that if West had held both King and Queen of diamonds, he would have asked for a diamond lead by a reverse or high diamond discard in order to get in for another heart lead through dummy. Hence East holds 4 of spades, King and 9 of hearts, and either Queen or King of diamonds. If it is the King that East holds, South can go game by leading the spade from dummy, but if it is the Queen, he will be set one trick. He of course risks the set of one trick for the chance of rubber game.

Remarks.—The only play that will save game is for East at trick 9 to lead King of diamonds, and he should have done so, especially as it is unlikely declarant, holding Queen of diamonds, would have discarded dummy's 7 and Jack.

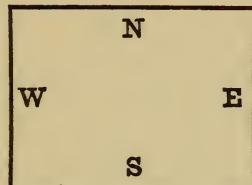
MAKING A SUIT

N and S 0, E and W 20 on rubber game. West deals

♠ Q 6 5
 ♥ A Q 10 2
 ♣ 6 4
 ♦ A J 7 3

GROUP VII
 No. 32

♠ J 9 8 2
 ♥ 7 6 5 4
 ♣ 2
 ♦ Q 8 6 5



♠ A 4
 ♥ K J 9 8
 ♣ K Q 7 3
 ♦ K 10 4

♠ K 10 7 3
 ♥ 3
 ♣ A J 10 9 8 5
 ♦ 9 2

Round	Dealer	North	East	South
1	no	one heart	one no-trump	two no-trumps
2	no	no	no	

Trick	West	North	East	South
1	7 ♥	10 ♥	J ♥	3 ♥
2	2 ♣	6 ♣	3 ♣	5 ♣
3	5 ♥	4 ♣	Q ♣	A ♣
4	6 ♥	3 ♦	K ♦	J ♦
5	5 ♦	2 ♥	7 ♣	8 ♣
6	2 ♠	7 ♦	4 ♦	9 ♣
7	4 ♥	J ♦	8 ♥	10 ♣
8	8 ♠	Q ♠	A ♠	3 ♠
9	6 ♦	A ♦	10 ♦	2 ♦
10	9 ♠	5 ♠	4 ♠	K ♠
11	Q ♦	6 ♠	K ♦	9 ♦
12	8 ♦	Q ♥	9 ♥	7 ♠
13	J ♠	A ♥	K ♥	10 ♠

North and South win three odd tricks

COMMENTS ON HAND NO. 33

Bidding.—Having a no-trump hand including one weak suit and four hearts to the Ace King Queen, the heart bid initially is preferable to the no-trump declaration; but with any other three honors in hearts, the no-trump should be bid.

Trick 1.—West's lead is obviously top of nothing, hence presumably either a singleton or from a two-card suit. South can count four spade, two diamond, and four trump tricks, together with a diamond ruff in dummy, or eleven tricks (unless one adversary holds four or five trumps) and if he can establish diamonds, a possible slam.

Trick 4.—South does not have dummy ruff one round of diamonds before exhausting trumps, as he will then make one less spade trick, since dummy will have no re-entry. Or if dummy ruffs two rounds of diamonds, South cannot then get in to lead third round of trumps.

Trick 6.—South now leads his winning spade to clear dummy's spades.

Trick 8.—South leads Jack of diamonds and can now make a slam by ruffing if the Queen will drop from East's hand, or by discarding make a slam if West holds the Queen, while if he plays wrong he will just make game. The only other missing diamond is the 5 spot and correct play depends solely on locating this card. Unless West has been false-carding, East has the 5 and dummy should discard, since if East has both Queen and 5, the play can only lose one trick, but if not holding the Queen also, will gain two tricks besides honor score for slam.

Remarks.—When not knowing the habits of play of an adversary, it is better to play according to the fall of the cards, than to assume false-carding when either alternative may lose.

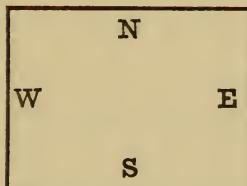
MAKING A SUIT

The score is love all. South deals

♠ A J 7 6
♥ 10 8 7 3
♣ J 7 5 3
♦ K

GROUP VII
No. 33

♠ 5
♥ J 9 4
♣ A Q 6 4 2
♦ Q 9 8 6



♠ 10 9 8 4 3 2
♥ 6 5
♣ K 10
♦ 5 4 2

♠ K Q
♥ A K Q 2
♣ 9 8
♦ A J 10 7 3

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	5 ♠	6 ♠	4 ♠	Q ♠
2	6 ♦	K ♦	2 ♦	3 ♦
3	4 ♥	3 ♥	5 ♥	Q ♥
4	9 ♥	7 ♥	6 ♥	K ♥
5	J ♥	8 ♥	3 ♠	A ♥
6	6 ♣	7 ♠	2 ♠	K ♠
7	8 ♦	3 ♣	4 ♦	A ♦
8	9 ♦	5 ♣	5 ♦	J ♦
9	Q ♦	10 ♥	8 ♠	7 ♦

North and South make a grand slam

COMMENTS ON HAND NO. 34

Trick 1.—South plays dummy's 10 in case West is leading from both King Jack, as in that event it might save a trick if he should happen to have both Ace and King of hearts. South notes also that West led from a four-card suit.

Trick 2.—If the adverse clubs are evenly distributed, South can see nine tricks or game. If, however, the club suit is not already established, adversaries will save game, as they must then make one club, two heart, and two spade tricks; but if the heart suit will establish, South can then only lose two heart and two spade tricks. Hence South chooses the heart suit, although having a stronger club suit and nine clubs in the two hands as compared with eight hearts. To sum up, if South should find four of the five adverse hearts in one hand, he still has a chance of making five club tricks.

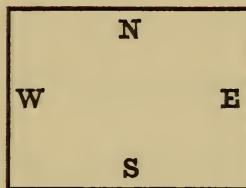
CHOOSING THE RIGHT SUIT

The score is love all. South deals

♠ 10 2
♥ 10 6 5 4 2
♣ K 9 8 3
♦ A 4

GROUP VII
No. 34

♠ K 8 7 4
♥ A 9
♣ Q J 5
♦ 9 6 3 2



♠ J 9 6 5
♥ K 8 7
♣ 4
♦ Q J 8 7 5

♠ A Q 3
♥ Q J 3
♣ A 10 7 6 2
♦ K 10

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♠	10 ♠	J ♠	Q ♠
2	A ♥	2 ♥	7 ♥	Q ♥
3	7 ♠	2 ♠	9 ♠	A ♠
4	9 ♥	4 ♥	K ♥	J ♥
5	8 ♠	3 ♣	6 ♠	3 ♠
6	K ♠	8 ♣	5 ♠	2 ♣
7	Q ♣	K ♣	4 ♣	6 ♣
8	2 ♦	10 ♥	8 ♥	3 ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 35

Trick 1.—South sees that if he can exhaust the adverse trumps in two rounds, the only tricks he can lose are two spades and two diamonds.

Trick 4.—South reasons if he leads a spade he may lose two spade tricks, and if the suit does not establish or if East leads diamonds, he may also lose two diamond tricks. As he has the 9 and dummy the 10 of diamonds, declarant by establishing diamonds is certain to make two diamond tricks and hence need only lose one spade trick, while if adversaries start spades he is likely to lose only one spade trick also. South therefore leads the diamond suit.

Remarks.—West at trick 6 could try the spade suit, but the result would be the same. If declarant at trick 4 leads the spade suit and East on winning starts the diamond suit, West can save game by refusing to play Ace of diamonds.

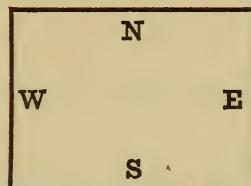
CHOOSING THE RIGHT SUIT

The score is love all. South deals

♠ K 10 3
♥ 10 4 3 2
♣ J 8 4
♦ 10 5 3

GROUP VII
No. 35

♠ 9 4
♥ Q 8
♣ K Q 10 7 5 2
♦ A J 6



♠ A J 7 5
♥ J 7
♣ A 9 6 3
♦ 8 7 4

♠ Q 8 6 2
♥ A K 9 6 5
♣ —
♦ K Q 9 2

Round	Dealer	West	North	East
1	one heart	two clubs	no	three clubs
2	three hearts	no	no	no

Trick	West	North	East	South
1	K ♣	4 ♣	6 ♣	5 ♥
2	8 ♥	2 ♥	7 ♥	A ♥
3	Q ♥	3 ♥	J ♥	K ♥
4	6 ♦	3 ♦	4 ♦	K ♦
5	J ♦	5 ♦	7 ♦	2 ♦
6	2 ♣	8 ♣	9 ♣	6 ♥
7	A ♦	10 ♦	8 ♦	Q ♦
8	5 ♣	J ♣	A ♣	9 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 36

Trick 1.—While South has a choice of trying to establish either the diamond suit or the club suit and should ordinarily play for the former suit, having seven diamonds in the two hands as compared with six clubs, yet the club suit should be chosen since West's diamond lead (he having bid spades) may well be a short suit opening, and if one adversary has four diamonds, he will have to ruff in the hand having the high trumps. Hence he plays dummy's King to save his re-entry for the club suit. He notes also that the only tricks he is likely to lose are one club and two spade tricks.

Trick 4.—South could lead the club suit first, but does not wish to risk West's opening being a singleton. Of course, if West has another diamond, he could have dummy ruff the second and third round of clubs and save a trick, if the King of clubs will fall.

CHOOSING THE RIGHT SUIT

The score is love all. South deals

♠ 8 4 2
♥ 10 8 4 2
♣ A
♦ K 8 7 5 3

GROUP VIII
No. 36

♠ A Q J 10 9
♥ J 7 3
♣ 10 5 3
♦ Q J

N
W E
S

♠ K 7 3
♥ 6 5
♣ K 9 4 2
♦ 10 9 6 2

♠ 6 5
♥ A K Q 9
♣ Q J 8 7 6
♦ A 4

Round	Dealer	West	North	East
1	one heart	one spade	two hearts	two spades
2	three clubs	no	three hearts	no
3	no	no		

Trick	West	North	East	South
1	Q♦	<u>K♦</u>	6♦	4♦
2	3♣	<u>A♣</u>	2♣	6♣
3	3♥	<u>2♥</u>	5♥	Q♥
4	7♥	4♥	6♥	<u>K♥</u>
5	J♥	8♥	7♠	<u>A♥</u>
6	5♣	3♦	<u>K♣</u>	Q♣
7	<u>A♠</u>	2♠	<u>K♠</u>	5♠
8	<u>Q♠</u>	4♠	3♠	6♠
9	J♠	8♠	2♦	<u>9♥</u>
10	10♣	5♦	4♣	<u>J♣</u>
11	9♠	<u>10♥</u>	9♣	7♣
12	J♦	7♦	9♦	<u>A♦</u>
13	10♠	8♦	10♦	8♣

North and South win four odd tricks

COMMENTS ON HAND NO. 37

Bidding.—North is so strong that a bid of two no-trumps to prevent East's showing a suit is not necessary.

Trick 1.—South notes that he has eleven sure tricks and if the spades are evenly distributed, a small slam.

Trick 6.—If South leads three rounds of spades and finds four spades with one adversary, he will lose a spade trick and a heart trick, but since West cannot get in to make clubs, by leading two rounds of clubs, East will have to make another discard.

Trick 8.—East is now marked with King and Queen of hearts and four spades, as he would undoubtedly have discarded one spade holding more than four spades. Hence South now leads a heart.

Remarks.—If East discards a spade at trick 7, South of course leads a spade at trick 8.

POSTPONING THE LEAD OF A FOUR-CARD SUIT CONTAINING ACE KING QUEEN IN THE TWO HANDS

The score is love all. South deals

♠ A Q 9 5

♥ A 8 3

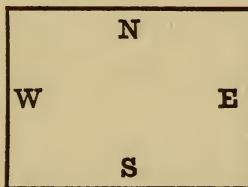
♣ A Q 4

♦ K J 6

GROUP VII

No. 37

♠ 8 2
♥ 7 4
♣ J 9 7 3 2
♦ 8 7 5 2



♠ J 10 7 3
♥ K Q 10 6 2
♣ 10 5
♦ 4 3

♠ K 6 4

♥ J 9 5

♣ K 8 6

♦ A Q 10 9

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	3 ♣	Q ♣	5 ♣	6 ♣
2	2 ♦	K ♦	3 ♦	9 ♦
3	5 ♦	J ♦	4 ♦	Q ♦
4	7 ♦	6 ♦	2 ♥	A ♦
5	8 ♦	3 ♥	6 ♥	10 ♦
6	2 ♣	A ♣	10 ♣	8 ♣
7	7 ♣	4 ♣	10 ♥	K ♣
8	4 ♥	8 ♥	Q ♥	5 ♥
9	7 ♥	A ♥	K ♥	9 ♥

North and South make a small slam

COMMENTS ON HAND NO. 38

Bidding.—While North should perhaps leave the no-trump in, as South denies hearts and can only have spades and clubs once stopped or else one of the two black suits twice stopped, as otherwise he would have bid no-trumps originally, North concludes there is not much chance for game at no-trumps.

Trick 2.—South sees, that if the heart finesse in dummy will win and the suit can be established, a chance for little slam.

Trick 5.—South does not now have dummy ruff the two losing spades, as if three of the four adverse trumps are in one hand, one must make. Hence he leads one round of trumps for dummy to win as the latter has enough re-entries for the heart suit.

Trick 7.—South ruffs with the Ace as the play will gain if West is out of hearts and the adverse trumps are evenly distributed.

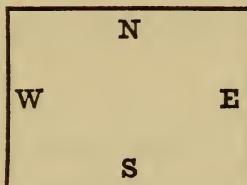
TRUMP AND SUIT MANAGEMENT

The score is love all. South deals

♠ 9 4
 ♥ A Q 9 4 2
 ♣ 10 9 3
 ♦ K Q J

GROUP VIII
 No. 38

♠ Q 10 7 6
 ♥ J 8 7
 ♣ 8 7 6 5 4
 ♦ 9



♠ A J 3
 ♥ K 10 5
 ♣ K Q J 2
 ♦ 10 4 3

♠ K 8 5 2
 ♥ 6 3
 ♣ A
 ♦ A 8 7 6 5 2

Round	Dealer	West	North	East
1	one diamond	no	one heart two diamonds	no
2	one no-trump	no		no
3	no	no		

Trick	West	North	East	South
1	6 ♠	4 ♠	A ♠	2 ♠
2	6 ♣	3 ♣	<u>K</u> ♣	<u>A</u> ♣
3	7 ♥	Q ♥	<u>K</u> ♥	3 ♥
4	7 ♣	9 ♣	<u>J</u> ♣	2 ♦
5	9 ♦	J ♦	3 ♦	5 ♦
6	8 ♥	<u>A</u> ♥	5 ♥	6 ♥
7	J ♥	2 ♥	10 ♥	<u>A</u> ♦
8	4 ♣	Q ♦	4 ♦	6 ♦
9	5 ♣	<u>K</u> ♦	10 ♦	7 ♦

North and South win five odd tricks

COMMENTS ON HAND NO. 39

Bidding.—North's three-club bid indicates a chance for game at clubs or else assistance for a no-trump. South, however, having a singleton diamond, prefers to bid three hearts on second round, on the chance of finding heart assistance.

Trick 2.—The hand suggests a cross-ruff and so played, South can expect to make besides the spade trick already made, one diamond, two clubs, two spade ruffs in dummy and two diamond ruffs in own hand, which with the King of hearts falls one trick short of going game. There is of course a chance to make another ruff on the diamond, but this lessens the chance of making King of trumps and there is besides a chance East may be able to overtrump on third round of spades. If, however, two club tricks can be made, the suit is already established and by exhausting trumps, eleven tricks are possible unless Ace Queen Jack of trumps are all in West's hand. South does not now give dummy one spade ruff, as if East should be able to win second round of trumps, he might then lose two spade tricks.

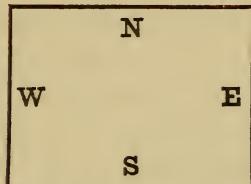
**TRUMP AND SUIT MANAGEMENT. POSTPONING
A RUFF**

The score is love all. South deals

♠ 6
 ♥ 6 4 3
 ♣ K Q 7 5 2
 ♦ A 7 5 3

GROUP VIII
No. 39

♠ K Q 10 5 2
 ♥ Q J 5
 ♣ J 4 3
 ♦ K Q



♠ 9 8 4
 ♥ A 7
 ♣ 10 6
 ♦ J 9 8 6 4 2

♠ A J 7 3
 ♥ K 10 9 8 2
 ♣ A 9 8
 ♦ 10

Round	Dealer	West	North	East
1	one no-trump	two spades	three clubs	no
2	three hearts	no	no	no

Trick	West	North	East	South
1	K ♠	6 ♠	4 ♠	A ♠
2	3 ♣	Q ♣	6 ♣	9 ♣
3	J ♥	3 ♥	7 ♥	8 ♥
4	K ♦	A ♦	6 ♦	10 ♦
5	5 ♥	4 ♥	A ♥	2 ♥
6	Q ♦	3 ♦	2 ♦	9 ♥
7	2 ♠	6 ♥	8 ♠	3 ♠
8	4 ♣	2 ♣	10 ♣	A ♣
9	Q ♥	5 ♦	4 ♦	K ♥

North and South win five odd tricks

COMMENTS ON HAND NO. 40

Trick 2.—South realizes he may not go game as he has to lose one spade trick, may lose one trump trick, and if the clubs lie unfavorably with West in the lead, may also lose two or three club tricks. His best chance for game would seem to be to try to make the spade suit. He wants East in the lead so that dummy's King of clubs can not be captured; it is a guess and an even chance whether East has King of spades or Queen of hearts and may have both, but if South leads the trump, he is not likely to make the spade suit. He therefore has dummy lead a spade.

Trick 3.—East hopes partner can ruff a spade, as if so, a club lead will then save game. The spade lead is apparently the only chance to get partner in, but it makes no difference what he leads, unless he makes his Ace of clubs.

Trick 4.—South now leads Ace of trumps intending to follow with the Jack and allow East to win if he has the Queen, as in latter event if East then leads another spade, he (South) can ruff with the 10, thus preventing West obtaining the lead, and then put dummy in on third round of trumps to make the balance of the spade suit.

Trick 6.—South realizes that if West does not have the one missing spade and has the one remaining adverse trump (the 9 of hearts) he may have to lose two club tricks, but if so, it cannot be helped. Hence he now leads dummy's spades to force out the adverse trump and thus have a trump for a re-entry.

Remarks.—While East at trick 2 would naturally play the King of spades, as the cards lie, if he plays low, opponents can only take ten tricks. West's play of the Queen of hearts at trick 5 does not indicate he has no more trumps, as in this case he should cover to prevent dummy having a trump re-entry.

TRUMP AND SUIT MANAGEMENT

The score is love all. South deals

♠ A 10 8 6 4 2

♥ K 8 2

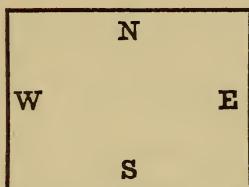
♣ K 6 3

♦ A

GROUP VIII

No. 40

♠ 7 5
♥ Q 4
♣ J 9 8 5
♦ Q 9 7 6 3



♠ K J 9
♥ 9 7 3
♣ A Q 4
♦ 10 8 5 4

♠ Q 3
♥ A J 10 6 5
♣ 10 7 2
♦ K J 2

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	6 ♦	A ♦	5 ♦	2 ♦
2	5 ♠	2 ♠	K ♠	3 ♠
3	7 ♠	4 ♠	9 ♠	Q ♠
4	4 ♥	2 ♥	3 ♥	A ♥
5	Q ♥	K ♥	7 ♥	J ♥
6	3 ♦	A ♠	J ♠	2 ♣
7	7 ♦	10 ♠	9 ♥	10 ♥
8	9 ♦	3 ♣	8 ♦	K ♦
9	Q ♦	8 ♥	4 ♦	J ♦

North and South make a small slam

COMMENTS ON HAND NO. 41

Bidding.—South of course can bid three hearts on second round as his partner supported the bid after bidding diamonds initially, thus showing at least three tricks for the heart declaration.

Trick 3.—As dummy has four trumps, the diamond suit can probably be made, and if so, ruffing clubs will not be necessary except for purpose of re-entry.

Trick 5.—East may have been false-carding at trick 3, but if out of diamonds the lead of a diamond cannot lose, as dummy will have an extra trump for ruffing clubs. On the other hand, if South puts dummy in the lead by a club ruff, for another trump lead through East in order to capture the latter's King, he will have to lose two club tricks, while if East has another diamond, the suit can be made and a small slam obtained.

Trick 6.—South must now lead a diamond from dummy to establish the suit. If the trump is led for another finesse, the diamond suit can not be made, as dummy will have no re-entry after establishing the suit.

Trick 8.—East sees it is no use to trump as his King will then be captured, and dummy will have an extra trump to re-enter and so will make the suit anyway.

Trick 10.—South must now lead a trump from dummy. If he leads the last diamond, South will have to trump (Grand Coup) to avoid leading from his major tenace at trick 12; but East will have obtained another club discard and so will probably be able to overtrump dummy, if South leads his remaining club.

Remarks.—This hand well illustrates the extra tricks that can usually be obtained by establishing and bringing in a long suit, rather than playing the hand to ruff as much as possible.

TRUMP AND SUIT MANAGEMENT

The score is love all. North deals

♠ 6 4 2				
♥ 10 6 5 2				
♣ —				
♦ A K 7 6 5 3				
♠ A 10 9 5 3				
♥ J				
♣ A J 9 7 3				
♦ 4 2				
		N		
	W		E	
		S		
♠ Q J 8				
♥ K 8 4				
♣ K 8 5 2				
♦ Q J 10				
♠ K 7				
♥ A Q 9 7 3				
♣ Q 10 6 4				
♦ 9 8				

Round	Dealer	East	South	West
1	one diamond	no	one heart	one spade
2	two hearts	two spades	three hearts	three spades
3	four hearts	no	no	no

Trick	West	North	East	South
1	A ♠	2 ♠	8 ♠	7 ♠
2	5 ♠	4 ♠	J ♠	K ♠
3	2 ♦	K ♦	Q ♦	8 ♦
4	J ♥	2 ♥	4 ♥	Q ♥
5	4 ♦	A ♦	J ♦	9 ♦
6	3 ♠	3 ♦	10 ♦	7 ♥
7	3 ♣	5 ♥	2 ♣	4 ♣
8	9 ♠	5 ♦	5 ♣	6 ♣
9	7 ♣	6 ♦	8 ♣	10 ♣
10	9 ♣	6 ♥	8 ♥	9 ♥
11	J ♣	10 ♥	K ♣	Q ♣
12	10 ♠	7 ♦	K ♥	A ♥
13	A ♣	6 ♠	Q ♠	3 ♥

North and South make a small slam

COMMENTS ON HAND NO. 42.

Trick 2.—West reasons that unless East has the club suit stopped, the diamond lead will not save game, although it might save a small slam, while the force might prevent club suit being made. South sees that he can get a spade discard on second round of clubs, ruff his last spade, and take eleven tricks if dummy can win the third round of diamonds by ruffing. Such play, however, gives up the chance for a small slam by making the club suit.

Trick 3.—Since dummy has been forced, South can not lead trumps, as if the clubs do not clear or establish on third round, he cannot then make the suit, if two rounds of trumps do not exhaust the adverse trumps.

Trick 7.—South now abandons clubs and leads a diamond from dummy in order to get in to give the latter another spade ruff, as he is thus sure of four odd or game. South realizes, however, that if West held two or three trumps originally, he can get another trick by leading clubs and ruffing with the King, and leading two rounds of trumps, dummy winning second round so as to be in the lead to make the rest of the clubs; but if he does so, and finds on leading the Ace of trumps that East held three trumps, he can then only make three odd, although East's having three trumps is improbable as West must then have held seven diamonds and would possibly have bid the suit.

Remarks.—If two rounds of trumps would exhaust the adverse trumps, South at trick 3 could lead dummy's small trump, and on winning with the King, lead a club and then ruff the third round of clubs with the Ace. Dummy can then win the second round of trumps, following with fourth round of clubs, which establishes the suit, thus making a small slam. South, however, does not risk three of the adverse trumps being in one hand.

If West at trick 2 leads a diamond, South takes and leads the club for dummy to win, and to follow with a low club which South ruffs. South then leads three rounds of trumps, if necessary, dummy winning the third round, so as to be in the lead to establish the club suit besides having a trump left for a re-entry if needed.

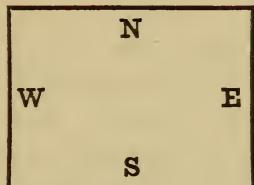
TRUMP AND SUIT MANAGEMENT

The score is love all. North deals

♠ 7
 ♥ Q 8 5 2
 ♣ A K J 8 6 3
 ♦ J 9

GROUP VIII
 No. 42

♠ K Q 6
 ♥ J 10 4
 ♣ 7 4
 ♦ K Q 10 8 2



♠ A J 5 4 2
 ♥ 9
 ♣ Q 10 5 2
 ♦ 7 6 4

♠ 10 9 8 3
 ♥ A K 7 6 3
 ♣ 9
 ♦ A 5 3

Round	Dealer	East	South	West
1	one club	one spade	two hearts	two spades
2	three hearts	no	no	three spades
3	four hearts	no	no	no

Trick	West	North	East	South
1	K ♠	7 ♠	2 ♠	3 ♠
2	Q ♠	2 ♥	4 ♠	8 ♠
3	4 ♣	A ♣	2 ♣	9 ♣
4	7 ♣	K ♣	5 ♣	3 ♦
5	10 ♥	3 ♣	10 ♣	6 ♥
6	6 ♠	5 ♥	5 ♠	9 ♠
7	2 ♦	9 ♦	4 ♦	A ♦
8	8 ♦	8 ♥	J ♠	10 ♠
9	4 ♥	Q ♥	9 ♥	3 ♥
10	Q ♦	J ♦	6 ♦	5 ♦
11	K ♦	6 ♣	7 ♦	7 ♥
12	J ♥	8 ♣	Q ♣	A ♥
13	10 ♦	J ♣	A ♠	K ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 43

Bidding.—East should bid one no-trump rather than pass his partner's spade declaration. West can bid three spades, but as he had already raised his own bid and partner afterwards had an opportunity to support him, the situation justifies not bidding up to the full strength of his hand.

Trick 1.—As East can have no more spades, it is no use to hold up the Ace, hoping to make the Jack, nor is it any use to exhaust trumps to prevent East ruffing spades, as South has to lose the spade tricks anyway. South notes that if he can make a diamond trick and can ruff third round of diamonds and fourth round of spades, he will then have to lose only one diamond and two spade tricks.

Trick 2.—South does not know whether to play dummy's King or Jack of diamonds as either may lose, but as West might have played Ace if he had it and may have his outside trick in the club suit instead of the diamond suit, the play of Jack would seem to be the better chance.

Trick 7.—East should have trumped his partner's trick in order to lead another round of trumps, but did not infer his partner might have no more trumps.

Remarks.—Declarant's hand is a freak.

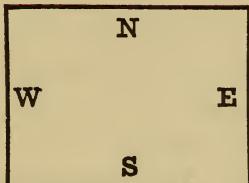
THE RUFF

The score is love all. West deals

♠ 8 6 3
♥ A Q 2
♣ J 9 8 4 3
♦ K J

GROUP IX
No. 43

♠ K Q 10 9 4
♥ 7
♣ A Q 10 5
♦ Q 8 2



♠ 7
♥ 10 6 3
♣ K 7 6 2
♦ A 10 6 5 4

♠ A J 5 2
♥ K J 9 8 5 4
♣ —
♦ 9 7 3

Round	Dealer	North	East	South
1	one spade	no	no	two hearts
2	two spades	three hearts	no	no
3	no			

Trick	West	North	East	South
1	K ♠	3 ♠	7 ♠	A ♠
2	2 ♦	J ♦	A ♦	3 ♦
3	5 ♣	3 ♣	2 ♣	4 ♥
4	8 ♦	K ♦	4 ♦	7 ♦
5	9 ♠	6 ♠	5 ♦	2 ♠
6	7 ♥	2 ♥	3 ♥	8 ♥
7	10 ♠	8 ♠	6 ♣	5 ♠
8	Q ♠	Q ♥	7 ♣	J ♠
9	10 ♣	4 ♣	K ♣	5 ♥
10	Q ♦	A ♥	6 ♦	9 ♦
11	Q ♣	8 ♣	10 ♦	9 ♥
12	4 ♠	9 ♣	6 ♥	K ♥
13	A ♣	J ♣	10 ♥	J ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 44

Bidding.—South with an adverse love score should pass East's one no-trump bid. Although East does not expect opponents to go game, he should overcall three hearts with four diamonds as fulfilling contract means game.

Trick 1.—South can place the entire spade suit, since West's opening cannot be a singleton as East would then have bid spades originally and latter cannot have a no-trump without King of spades. If East does not get a spade ruff, South can count one diamond, three spade, and five trump tricks.

Trick 2.—Exhausting trumps first might result in South's losing four club tricks, while if he establishes spades first, East may lead a club and obtain a spade ruff; thus saving game. As a club ruff in dummy is necessary in order to go game, he now leads a club, hoping East will win the second round of clubs, thus preventing the possibility of East's being able to obtain a spade ruff.

Trick 6.—If South now gives dummy a club ruff, he cannot exhaust trumps and establish partner's 10 and 8 of spades while still holding a losing club; or if dummy leads the spade after ruffing, East can then lead his last winning club (West cannot have held four as would have opened with a club holding Queen Jack 9 3) giving partner a diamond discard, probably, and forcing one of dummy's high trumps. South cannot then get in by a ruff on the diamond nor overtake dummy's trump lead without setting up an adverse trump trick. Hence he now leads the Jack of spades so as not to block dummy's spades, knowing West cannot get in to give partner a spade ruff.

Remarks.—East, at trick 3, realizes that he could lead his King of spades and probably obtain a spade ruff if partner has the Queen of clubs. But he cannot locate the Queen of clubs, and hopes to make a diamond trick.

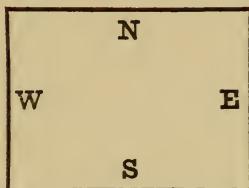
ESTABLISHING A RUFF

N and S 0, E and W 24 on rubber game. East deals

♠ 10 8 3 2
♥ K Q 8
♣ 4 2
♦ A 8 7 3

GROUP IX.
No. 44

♠ 9 6 5 4
♥ 10 5 2
♣ Q 9 3
♦ 6 5 2



♠ A J 7
♥ A J 7 4 3
♣ 10 8 6 5
♦ J

Round	Dealer	South	West	North
1	one no-trump	two hearts	no	three hearts
2	no	no	no	

Trick	West	North	East	South
1	4 ♠	2 ♠	Q ♠	A ♠
2	3 ♣	2 ♣	7 ♣	5 ♣
3	2 ♦	A ♦	K ♦	J ♦
4	9 ♣	4 ♣	K ♣	6 ♣
5	5 ♦	3 ♦	Q ♦	3 ♥
6	5 ♠	3 ♠	K ♠	J ♠
7	6 ♦	7 ♦	10 ♦	4 ♥
8	Q ♣	8 ♥	J ♣	8 ♣
9	2 ♥	K ♥	6 ♥	7 ♥
10	5 ♥	Q ♥	9 ♥	A ♥
11	10 ♥	8 ♦	4 ♦	J ♥
12	6 ♠	8 ♠	9 ♦	7 ♠
13	9 ♠	10 ♠	A ♣	10 ♣

North and South win four odd tricks

COMMENTS ON HAND NO. 45

Bidding.—South bid a heart, owing to adverse advance score and also to indicate a lead.

Trick 3.—West's bidding indicates presumably at least ten cards divided between clubs and spades, in which case he cannot have more than one heart, and, unless the singleton trump is the King, which East's double would seem to preclude, South can now expect to make all his four trumps, two diamond ruffs in dummy, which with the King of spades spells contract doubled.

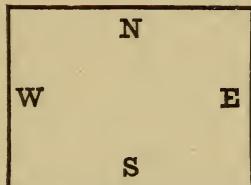
THE CROSS-RUFF

N and S 0, E and W 24 on rubber game. West deals

♠ K 9 3
♥ Q 9 8 6
♣ 10 9 6 2
♦ A Q

GROUP IX
No. 45

♠ Q J 10 8 4
♥ 3
♣ A Q J 4 3
♦ K 10



♠ 7 5 2
♥ K 7 5 4
♣ K
♦ J 9 6 4 2

♠ A 6
♥ A J 10 2
♣ 8 7 5
♦ 8 7 5 3

Round	Dealer	North	East	South
1	one club	no	no	one heart
2	one spade	two hearts	two spades	no
3	no	three hearts	no	no
4	three spades	four hearts	double	no
5	no	no		

Trick	West	North	East	South
1	Q ♠	3 ♠	2 ♠	A ♠
2	10 ♦	Q ♦	2 ♦	3 ♦
3	K ♦	A ♦	4 ♦	5 ♦
4	4 ♠	K ♠	5 ♠	6 ♠
5	8 ♠	9 ♠	7 ♠	2 ♥
6	3 ♣	6 ♥	6 ♦	7 ♦
7	3 ♥	8 ♥	4 ♥	10 ♥
8	10 ♠	9 ♥	9 ♦	8 ♦
9	4 ♣	2 ♣	K ♣	5 ♣

North and South make contract doubled

COMMENTS ON HAND NO. 46

Bidding.—North, after West's three-diamond bid, can go four clubs, but he likes the diamond bid and does not expect to go game at clubs. West can double three spades, but does not wish to encourage a shift to clubs.

Trick 2.—South can see two spade tricks, three more diamond ruffs, three spade ruffs in dummy and will then have one trump left in each hand, adversaries making the last three tricks (two hearts and a trump). Hence South must try to make a heart trick to go game, and so leads a heart before starting the cross-ruff.

Trick 6.—South now makes Ace and King of spades and, as he has all the high trumps in the two hands, can make all the trumps separately.

Remarks.—South at trick 2 can try to establish the spade suit; that is, make the thirteenth spade, but as he has been forced once, if the adverse trumps are distributed three one instead of two two, he will then have only one trump left after exhausting adverse trumps and so can not make the heart trick needed to go game. If the adversary who wins the second round of hearts can lead a second round of trumps, South's going game will then depend on being able to establish one spade trick. The real point of South's play, however, is recognizing the necessity of trying to make a heart trick.

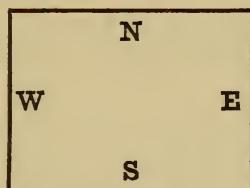
THE CROSS-RUFF

The score is love all. South deals

♠ 8
♥ J 10 2
♣ A J 9 3
♦ 9 8 7 5 2

GROUP IX
No. 46

♠ Q J 6 4 2
♥ A 8 7 4
♣ 2
♦ K J 3



♠ A K 7 5 3
 ♥ Q 6 3
 ♣ K Q 10 8 4
 ♦ —

Round	Dealer	West	North	East
1	one spade	no	no	two diamonds
2	three clubs	three diamonds	no	no
3	three spades	no	four clubs	no
4	no	no		

Trick	West	North	East	South
1	K♦	2♦	4♦	4♣
2	4♥	10♥	K♥	3♥
3	2♣	3♣	7♣	8♣
4	A♥	2♥	5♥	6♥
5	7♥	J♥	9♥	Q♥
6	2♠	8♠	9♠	A♠
7	4♠	5♦	10♠	K♠
8	6♠	9♣	6♦	3♠
9	J♦	7♦	10♦	10♣
10	J♠	J♣	Q♦	5♠
11	3♦	8♦	A♦	Q♣
12	Q♠	A♣	5♣	7♠
13	8♥	9♦	6♣	K♣

North and South win five odd tricks

COMMENTS ON HAND NO. 47

Trick 2.—South realizes if he accepts the force and then finds four trumps with one adversary, he can not go game; also, that if he takes the force, he cannot try to exhaust trumps without first making a heart trick, as adverse Ace of hearts will enable adversaries to make the diamond suit. Hence he refuses to ruff and will not have to take a force on third round as dummy can then ruff.

Trick 4.—South, to go game, probably must make four trump tricks, five club tricks and one heart trick, and must make the heart trick before exhausting dummy's trumps so that the latter can take the force if diamonds are led.

Remarks.—While South can be considered lucky to drop the Jack of spades, his play will probably win against an even distribution of trumps and also against any four adverse trumps except four to the Jack, and is therefore preferable to assuming one adversary has four to the Jack and then deciding in which hand to take the finesse.

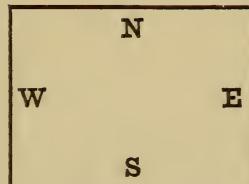
REFUSING A FORCE

The score is love all. East deals

♠ Q 10 3
♥ K 9 8 4 2
♣ A Q 5
♦ 9 3

GROUP X
No. 47

♠ 8 7 4 2
♥ J 10 3
♣ J 8
♦ K 10 5 4



♠ J 5
♥ A 6
♣ 9 4 2
♦ A Q 8 7 6 2

♠ A K 9 6
♥ Q 7 5
♣ K 10 7 6 3
♦ J

Round	Dealer	South	West	North
1	one diamond	one spade	no	no
2	no			

Trick	West	North	East	South
1	4♦	3♦	A♦	J♦
2	10♦	9♦	2♦	5♥
3	J♣	A♣	2♣	6♣
4	3♥	2♥	A♥	7♥
5	8♣	Q♣	9♣	3♣
6	2♠	3♠	5♠	K♠
7	4♠	Q♠	J♠	6♠
8	7♠	10♠	6♦	A♠
9	8♠	4♥	4♣	9♠

North and South win four odd tricks

COMMENTS ON HAND NO. 48

Bidding.—East should have either passed or bid the diamond on second round. North should have bid one no-trump, instead of allowing his partner's heart bid to stand, but possibly hoped East might continue the diamond bid. If North had bid no-trumps, South would then bid clubs and make a small slam.

Trick 1.—South knows one adversary has at least four trumps, and so he (South) cannot stand two forces and make the club suit; that is, if dummy wins the diamond and leads the trump, West will probably be able to win a trump trick and may be able to lead another diamond; then if East wins a trump trick, a second force would give one adversary the last trump and probably prevent going game. Hence South holds up dummy's Ace as the next round will exhaust West's diamonds, if he has another diamond (unless East bid on only four diamonds originally).

Trick 8.—If West has the remaining adverse trump, it must now make, but it can't be helped. His only chance for game is to find the trump with East.

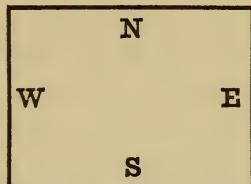
SAVING A FORCE

The score is love all. East deals

♠ A 8 7
♥ 3
♣ Q J 10 8
♦ A 9 7 4 3

GROUP X
No. 48

♠ K 10 9 5 4 3
♥ Q 7 5
♣ 6 2
♦ 10 2



♠ J 2
♥ K 8 6 4
♣ 7 4
♦ K Q J 8 5

♠ Q 6
♥ A J 10 9 2
♣ A K 9 5 3
♦ 6

Round	Dealer	South	West	North
1	one diamond	one heart	no	no
2	no			

Trick	West	North	East	South
1	10 ♦	3 ♦	5 ♦	6 ♦
2	2 ♦	A ♦	8 ♦	6 ♠
3	Q ♥	3 ♥	4 ♥	9 ♥
4	10 ♠	A ♠	2 ♠	Q ♠
5	2 ♣	Q ♣	4 ♣	K ♣
6	5 ♥	4 ♦	6 ♥	A ♥
7	7 ♥	7 ♦	K ♥	J ♥
8	3 ♠	9 ♦	K ♦	2 ♥
9	4 ♠	7 ♠	8 ♥	10 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 49

Bidding.—North bids correctly in supporting the diamond suit, as he can show the club suit on second round if necessary.

Trick 1.—South can reasonably expect to make one heart, one spade, one club and three trump tricks, together with two heart ruffs in dummy and a spade ruff in his own hand. He also has a chance for another club trick, making a total of ten tricks or one trick short of game. If, however, he can make two club tricks, the chances strongly favor that the club suit can be brought in, which would mean more tricks and the cross-ruff not necessary.

Trick 2.—South first leads the club from dummy to find out if the suit can be established, as, if not, the intended line of play can be abandoned. He is careful to play the 8 of clubs, as otherwise he might block the suit.

Trick 4.—South now leads the trump from dummy and, as he finds the Queen on his right, can make a slam if the adverse trumps are evenly distributed; but if he wins the trump, ruffs one heart in dummy, and attempts to exhaust trumps and then finds four in one hand, he not only loses a slam, but will fail to go game as he will have two losing hearts and a losing spade. In other words, if he takes the trump trick, he may make either nine or thirteen tricks, while refusing to win the first round ensures a small slam, unless one adversary holds more than four trumps.

Remarks.—The hand is partly interesting because of the fact that if the Queen of trumps lies in West's hand, so that the finesse loses, it is easier not to misplay the hand.

ASSUMING ONE ADVERSARY HAS FOUR TRUMPS

The score is love all. South deals

♠ 9 7 5

♥ A

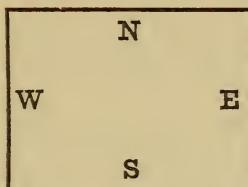
♣ A K 7 6 4 2

♦ 10 8 3

GROUP X

No. 49

♠ K 8 4 3
 ♥ K Q J 9 5
 ♣ 9 3
 ♦ 6 5



♠ Q 10 6 2
 ♥ 8 4 3
 ♣ Q 10
 ♦ Q 9 7 4

♠ A J

♥ 10 7 6 2

♣ J 8 5

♦ A K J 2

Round	Dealer	West	North	East
1	one diamond	one heart	two diamonds	no
2	no	no		

Trick	West	North	East	South
1	K ♥	A ♥	3 ♥	2 ♥
2	3 ♣	A ♣	10 ♣	8 ♣
3	9 ♣	K ♣	Q ♣	J ♣
4	5 ♦	10 ♦	Q ♦	2 ♦
5	4 ♠	5 ♠	2 ♠	A ♠
6	9 ♥	8 ♦	4 ♥	6 ♥
7	6 ♦	3 ♦	4 ♦	J ♦
8	3 ♠	7 ♠	7 ♦	A ♦
9	8 ♠	9 ♠	9 ♦	K ♦
10	5 ♥	6 ♣	6 ♠	5 ♣

North and South make a small slam

COMMENTS ON HAND NO. 50

Bidding.—South should show the club suit instead of bidding three hearts.

Trick 1.—South can count a small slam if the adverse trumps are three each, and he can either drop the Queen of clubs in two rounds or else take the finesse in the right hand.

Trick 2.—If South attempts to exhaust trumps and finds one adversary with four trumps, the adverse Ace of diamonds will enable adversaries to make spades. He therefore leads King of diamonds first.

Trick 3.—South decides not to try for small slam for the sake of fifty-eight additional points and risk the loss of rubber game, if there are four adverse trumps in one hand. He therefore refuses the force as if spades are again led, dummy can ruff. He discards a club, and can get two more discards eventually on dummy's established diamonds, thus avoiding trying to drop or locate the Queen of clubs.

Remarks.—If South tries for small slam, he is set two tricks, but as his hand is a freak, he should not count on the adverse distribution of trumps being three three. If, though, he had bid clubs, he goes game easily.

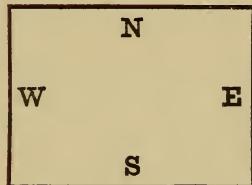
ASSUMING ONE ADVERSARY HAS FOUR TRUMPS

The score is love all on rubber game. South deals

♠ K 4
 ♥ A 3
 ♣ K 10 9 2
 ♦ Q J 9 4 2

GROUP X
No. 50

♠ J 10 9 6 5 3
 ♥ 6 4
 ♣ Q 6 5
 ♦ A 7



♠ A Q 8 7 2
 ♥ J 10 7 5
 ♣ 3
 ♦ 8 6 5

♠ —
 ♥ K Q 9 8 2
 ♣ A J 8 7 4
 ♦ K 10 3

Round	Dealer	West	North	East
1	one heart	one spade	two hearts	two spades
2	three hearts	no	no	three spades
3	four hearts	no	no	no

Trick	West	North	East	South
1	J ♠	4 ♠	8 ♠	<u>2</u> ♥
2	<u>A</u> ♦	2 ♦	5 ♦	<u>K</u> ♦
3	3 ♠	K ♠	<u>A</u> ♠	4 ♣
4	7 ♦	4 ♦	8 ♦	<u>10</u> ♦
5	4 ♥	<u>A</u> ♥	5 ♥	8 ♥
6	6 ♥	3 ♥	7 ♥	<u>Q</u> ♥
7	5 ♠	2 ♣	10 ♥	<u>K</u> ♥
8	6 ♠	9 ♦	6 ♦	3 ♦
9	9 ♠	<u>Q</u> ♦	<u>J</u> ♥	7 ♣
10	10 ♠	9 ♣	Q ♠	<u>9</u> ♥
11	5 ♣	10 ♣	3 ♣	<u>A</u> ♣
12	6 ♣	K ♣	2 ♠	8 ♣
13	Q ♣	<u>J</u> ♦	7 ♠	J ♣

North and South win four odd tricks

COMMENTS ON HAND NO. 51

Trick 2.—South can count a small slam if the adverse trumps are evenly distributed and the King of trumps is in East's hand, or if the latter has the King once guarded. If, however, the spade finesse loses he cannot make a small slam, while if either adversary has four trumps to the King and the spade finesse wins, it would not necessarily mean that the King is with East, as West might be holding up until second round so that he can force South again by a heart lead.

Trick 3.—As South now has only four trumps and dummy two, he decides not to try for small slam for the sake of fifty-nine additional points and risk loss of rubber game in case West has four trumps to the King. He therefore leads Queen of spades in order to establish the trump suit while dummy still has a trump, so that he (South) cannot be forced again with hearts.

Trick 4.—As South cannot tell which adversary is holding up the King of trumps, he decides to lead the Ace of trumps and allow the two remaining adverse trumps to make, as he now is practically sure of game.

Remarks.—While South did not reason that if he tried for small slam and found four spades to the King with East, that he might not go game; as he had no reason to suppose that he could not get dummy in twice for two trump leads, although having nine diamonds in the two hands and adversaries ten hearts, there might well be an unusual distribution in one of the other suits. His play, however, will produce game whether the adverse trumps are three three or four two, and as the cards lie, is the only way that will go game; except at trick 4, he could put dummy in for one trump finesse and get the extra trick that East saves by refusing to play King of trumps at trick 3.

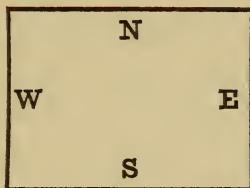
ASSUMING ONE ADVERSARY HAS FOUR TRUMPS

The score is love all on rubber game. South deals

♠ 8 5
 ♥ 8 3
 ♣ K 9 8 2
 ♦ K 10 7 6 2

GROUP X
No. 51

♠ 3 2
 ♥ A J 9 5
 ♣ Q J 3
 ♦ J 9 5 4



♠ A Q J 10 6
 ♥ 7
 ♣ A 10 4
 ♦ A Q 8 3

Round	Dealer	West	North	East
1	one spade	no	no	two hearts
2	two spades	three hearts	three spades	no
3	no	no		

Trick	West	North	East	South
1	A ♥	3 ♥	2 ♥	7 ♥
2	J ♥	8 ♥	4 ♥	6 ♠
3	2 ♠	5 ♠	4 ♠	Q ♠
4	3 ♠	8 ♠	7 ♠	A ♠
5	4 ♦	2 ♦	9 ♠	A ♦
6	9 ♥	2 ♣	K ♠	10 ♠
7	5 ♥	8 ♣	K ♥	J ♠
8	5 ♦	6 ♦	6 ♥	Q ♦

North and South win four odd tricks

COMMENTS ON HAND NO. 52

Trick 2.—South with dummy can win all of West's trumps (East of course has none) and if West has another heart can just go game, assuming latter has Ace of diamonds; or if West has another heart he can still go game by ruffing third round of diamonds in dummy, which would then be offset by West's making a trump trick; that is, he cannot both give dummy a ruff and then win all of West's trumps.

Trick 3.—South therefore decides to allow West to make a trump trick by leading hearts, as he will then have two extra trumps instead of one after exhausting West's trumps. If West's heart lead was a singleton, South cannot go game unless he can induce him to trump without having to play one of his winning hearts, as otherwise he would have to lose a heart trick anyway. So South now leads a low heart through West. West concludes since declarant bid initially holding Ace and four small spades, he probably has both Ace and King of hearts, and knowing all his trumps can be captured concludes he had better make a trump while he can.

Trick 4.—It makes no difference what West now leads.

Remarks.— If declarant at trick 2, should lead trumps so as to capture all of West's trumps, he would win nine tricks instead of ten, and could justly maintain he obtained all the tricks possible in the hand. It is not unusual, however, that one of the two lines of play possible will give the adversary a chance to make a mistake; and it is always advisable to so play that an adversary can make a mistake, as he will frequently do so if given the opportunity.

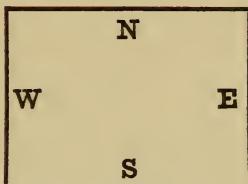
INFERENCE. INDUCING ADVERSARY TO RUFF AN OTHERWISE LOSING TRICK

N and S 0, E and W 20 on first game. South deals

♠ K Q 9 5
♥ Q 7 6 3
♣ Q 5 2
♦ K 7

GROUP XI
No. 52

♠ J 10 4 3
♥ 9
♣ A K 8 7
♦ A J 9 8



♠ —
♥ J 10 5 2
♣ 10 9 6 4 3
♦ Q 10 4 3

♠ A 8 7 6 2
♥ A K 8 4
♣ J
♦ 6 5 2

Round	Dealer	West	North	East
1	one spade	one no-trump	two spades	no
2	no	no		

Trick	West	North	East	South
1	K ♣	2 ♣	6 ♣	J ♣
2	9 ♥	3 ♥	2 ♥	K ♥
3	3 ♠	6 ♥	5 ♥	4 ♥
4	9 ♦	K ♦	4 ♦	2 ♦
5	4 ♠	K ♠	9 ♣	2 ♠
6	10 ♠	Q ♠	3 ♣	6 ♠
7	J ♠	5 ♠	4 ♣	A ♠
8	7 ♣	Q ♥	10 ♥	8 ♥
9	8 ♦	7 ♥	J ♥	A ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 53

Bidding.—As adverse score is 20, South would be justified in making a score-double, on the chance that the take-out by partner would be one of his four-card suits. North would have passed if opponents had been at a love score.

Trick 2.—As East bid no-trumps, he should have King of hearts, King Queen of clubs, and Ace Jack of diamonds, so that West has no re-entry. South reasons that if he now opens a suit, East on winning will continue spades and he will then have to lead up to East again. So South leads a low spade on the chance East will be exhausted on the third round.

Trick 4.—South now leads a club and finessees Jack in dummy, as East on winning will lose a trick if he leads hearts or clubs, or else will have to help establish the diamond suit.

Trick 5.—East is now in difficulty. The heart is perhaps his best lead on the chance of finding Queen with partner, although realizing it is highly probable declarant has both Ace and Queen of hearts as he holds nothing in clubs or diamonds.

Trick 9.—It makes no difference what East now plays as he has to lead away from his King of clubs sooner or later.

Remarks.—If East at trick 5 leads a diamond, South on winning establishes the club suit, being careful to play so that dummy's 6 of clubs will be a re-entry on fourth round of clubs, in order to enable dummy to make another diamond trick. Although East does not know that declarant holds the lone 10 of diamonds, even if he leads the Jack of diamonds at trick 5, the result is the same if South plays East for the 10 of hearts as well as the King.

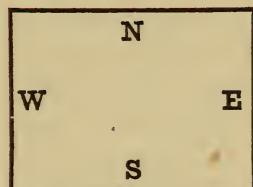
INFERENCE. MAKING ONE ADVERSARY LEAD

N and S 0, E and W 20 on first game. East deals

♠ 6
 ♥ J 6 4
 ♣ A J 6 2
 ♦ K Q 8 7 3

GROUP XI
No. 53

♠ K Q 9 5 2
 ♥ 8 7 5
 ♣ 9 5
 ♦ 5 4 2



♠ 10 8 7
 ♥ K 10 2
 ♣ K Q 8
 ♦ A J 9 6

♠ A J 4 3
 ♥ A Q 9 3
 ♣ 10 7 4 3
 ♦ 10

Round	Dealer	South	West	North
1	one no-trump	no	no	two diamonds
2	no	two	no	no
3	no	no-trumps		

Trick	West	North	East	South
1	5 ♠	6 ♠	10 ♠	J ♠
2	2 ♠	4 ♥	7 ♠	3 ♠
3	9 ♠	3 ♦	8 ♠	A ♠
4	5 ♣	J ♣	Q ♣	3 ♣
5	7 ♥	J ♥	2 ♥	3 ♥
6	5 ♥	6 ♥	10 ♥	Q ♥
7	8 ♥	2 ♣	K ♥	A ♥
8	2 ♦	7 ♦	6 ♦	9 ♥
9	4 ♦	Q ♦	A ♦	10 ♦
10	5 ♦	K ♦	J ♦	4 ♠
11	Q ♠	8 ♦	9 ♦	4 ♣
12	9 ♣	6 ♣	8 ♣	10 ♣
13	K ♠	A ♣	K ♣	7 ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 54

Trick 2.—At a love score, South's best chance for game is to lead trumps from dummy for the finesse, hoping to find the Queen with East as adversaries must make their three Aces anyway. If adverse clubs are not evenly distributed, the suit will not establish in one round if led by South, so if the heart finesse loses, he realizes he will be forced by adverse diamonds and is then not likely to make the three odd required to go game; nor is a trump lead likely to produce three odd if one adversary has four trumps. He therefore decides to first establish the club suit, and to allow both Ace and Queen of hearts to make, as he and dummy have all the hearts above the 7 except Ace Queen. It may also be an advantage to lead the singleton club from dummy in case Ace of clubs is with East.

Trick 4.—South notes that West now either has one more or no more clubs, unless false-carding.

Trick 5.—West cannot locate Queen of clubs, but sees no reason for trumping low nor high. South continues to discard dummy's diamonds to save being forced in his own hand.

Remarks.—East's best lead at trick 3 is perhaps the trump to try to defeat a possible cross-ruff, but as the cards lie it makes no difference. South's hand is a freak.

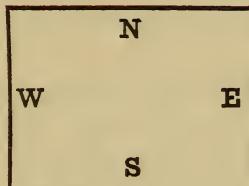
INFERENCE. PLAY INFLUENCED BY THE SCORE

N and S 8, E and W 0 on first game. South deals

♠ K 9 7 5 2
 ♥ 10 8 2
 ♣ 6
 ♦ A 9 4 2

GROUP XI
 No. 54

♠ A J 3
 ♥ A Q 6
 ♣ 9 4
 ♦ K Q J 6 3



♠ Q 10 8
 ♥ 7 4
 ♣ A 10 8 2
 ♦ 10 8 7 5

♠ 6 4
 ♥ K J 9 5 3
 ♣ K Q J 7 5 3
 ♦ —

Round	Dealer	West	North	East
1	one heart	one no-trump	two hearts	no
2	three clubs	three diamonds	three hearts	no
3	no	no		

Trick	West	North	East	South
1	K ♦	A ♦	7 ♦	4 ♠
2	4 ♣	6 ♣	A ♣	3 ♣
3	3 ♦	2 ♦	10 ♦	3 ♥
4	9 ♣	4 ♦	2 ♣	K ♣
5	3 ♠	9 ♦	8 ♣	J ♣
6	J ♠	2 ♠	10 ♣	Q ♣
7	Q ♥	2 ♥	4 ♥	5 ♥
8	A ♥	8 ♥	7 ♥	9 ♥
9	A ♠	5 ♠	8 ♠	6 ♠
10	Q ♦	7 ♠	8 ♦	J ♥
11	6 ♥	10 ♥	5 ♦	K ♥
12	6 ♦	9 ♠	10 ♠	7 ♣
13	J ♦	K ♠	Q ♠	5 ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 55

Trick 1.—If the diamond finesse wins and South can discard his losing spade on third round of diamonds, he will then have a chance for game by losing two trump tricks and one club trick.

Trick 7.—South now tries the club finesse in dummy. He does not first lead King of trumps as East is marked as having held three spades and three diamonds, and so must have held length in either clubs or hearts. Hence, if the club finesse should lose, East might be able to exhaust declarant's trumps (if latter should lead the King of hearts) enabling West to make the balance of the spade suit.

Trick 8.—As East, unless holding up the King of clubs, can only have two more clubs, unless his play of the 6 of clubs was a false card, he must have the three remaining adverse trumps. Hence he is now marked with the 8 and 10 of clubs, Queen 10 9 of hearts and one spade. South therefore leads a spade from dummy, to ruff, as he can then lead the King of trumps, following with the losing trump, and compel East to lead a club so that adversaries cannot make a club trick.

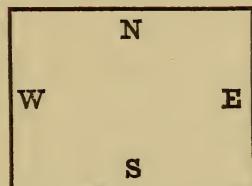
COUNTING. THROWING THE LEAD

The score is love all. South deals

♠ 9 6 3
 ♥ 7 6 3
 ♣ A Q 9
 ♦ A Q 10 4

GROUP XI
 No. 55

♠ Q J 7 5 4
 ♥ A
 ♣ K 4 2
 ♦ K 7 3 2



♠ K 8 2
 ♥ Q 10 9 5
 ♣ 10 8 6
 ♦ 9 6 5

♠ A 10
 ♥ K J 8 4 2
 ♣ J 7 5 3
 ♦ J 8

Round	Dealer	West	North	East
1	one heart	one spade	two hearts	no
2	no	no		

Trick	West	North	East	South
1	5 ♠	3 ♠	K ♠	A ♠
2	2 ♦	4 ♦	5 ♦	<u>J ♦</u>
3	3 ♦	10 ♦	6 ♦	8 ♦
4	7 ♦	A ♦	9 ♦	10 ♠
5	<u>A ♥</u>	3 ♥	5 ♥	J ♥
6	Q ♠	6 ♠	2 ♠	<u>2 ♥</u>
7	2 ♣	Q ♣	6 ♣	3 ♣
8	4 ♣	9 ♣	8 ♣	<u>4 ♥</u>
9	7 ♣	6 ♥	9 ♥	<u>K ♥</u>
10	J ♣	7 ♥	10 ♥	8 ♥
11	K ♣	A ♣	8 ♣	5 ♣
12	4 ♦	9 ♦	10 ♦	<u>J ♦</u>
13	K ♦	Q ♦	<u>Q ♥</u>	7 ♦

North and South make four odd

COMMENTS ON HAND NO. 56

Trick 1.—South notes he has ten reasonably sure tricks.

Trick 4.—Since dummy's 9 of diamonds is now a re-entry, South decides to lead three rounds of spades on the chance of establishing a thirteenth spade in dummy.

Trick 6.—South of course leads the third round of spades, as it can do no harm, and East may be false-carding.

Trick 9.—As West discarded the 8 of hearts, he can now only hold in hearts, the 10 or King, or both, but East must have the King to justify an initial two-heart bid, as he could not have a possible trick in any other suit. Latter should also have held seven in the suit, which inference is confirmed by West's discard of the 8. Hence East's cards are all hearts, and he can have no club to lead. So South holds up his Ace of hearts in order to make the 9 also, as the 10 of hearts should fall from West's hand. East, however, should not have covered dummy's Jack of hearts, as South unless he plays Ace, cannot get the lead and West's clubs will then make.

Remarks.—West should have discarded 3 of clubs at trick 8; his discard of the heart is bad. It, however, does not cost a trick provided East plays correctly at trick 9.

COUNTING

The score is love all. East deals

♠ 7 4 3 2

♥ J

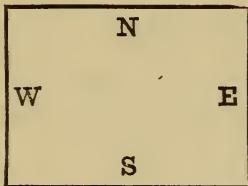
♣ 9 8 7 6 4

♦ 9 5 2

GROUP XI

No. 56

♠ 10 8 5
 ♥ 10 8
 ♣ K Q J 10 3
 ♦ 8 7 3



♠ J 9 6
 ♥ K Q 7 6 5 4 2
 ♣ 2
 ♦ 10 6

♠ A K Q

♥ A 9 3

♣ A 5

♦ A K Q J 4

Round	Dealer	South	West	North
1	two hearts	two no-trumps	no	no
2	no			

Trick	West	North	East	South
1	K ♣	4 ♣	2 ♣	A ♣
2	3 ♦	2 ♦	6 ♦	K ♦
3	7 ♦	5 ♦	10 ♦	Q ♦
4	5 ♠	2 ♠	6 ♠	A ♠
5	8 ♠	3 ♠	J ♠	K ♠
6	10 ♠	4 ♠	9 ♠	Q ♠
7	8 ♦	9 ♦	2 ♥	4 ♦
8	8 ♥	7 ♠	4 ♥	5 ♣
9	10 ♥	J ♥	Q ♥	3 ♥
10	3 ♣	6 ♣	5 ♥	9 ♥
11	10 ♣	7 ♣	6 ♥	A ♥
12	J ♣	8 ♣	7 ♥	A ♦
13	Q ♣	9 ♣	K ♥	J ♦

North and South make a small slam

COMMENTS ON HAND NO. 57

Trick 1.—As South has two losing diamonds, going game probably depends on either the heart or the club finesse winning. South notes that West has obviously opened a short suit and since he would not be apt to open from 10 and two small, East presumably held at least six spades to the Queen Jack.

Trick 2.—South leads the heart from dummy and finds that West only held one heart, and so East holds the King 8 7.

Trick 3.—South now tries the club finesse.

Trick 4.—It now looks like a small slam, as a trump lead through East, then the club finesse again, and a third trump through East would enable South to exhaust trumps and make the club suit, obtaining two discards. But if he stops to count East's hand, he will realize he may trump the second round of clubs, which with two diamond tricks and a second club ruff, prevents his going game. East, unless false-carding, or holding up, can have only one more club anyway (the 9) and held to a reasonable certainty six spades, four hearts, one club, and must hold at least one diamond, as otherwise West, having eight diamonds including Ace King, would both have bid and opened the suit. In fact, West with seven diamonds, including Ace or King and the King of clubs, would have bid probably. Hence, the chances favor East holding two diamonds and no clubs. Although it is possible he only held five spades originally, even in that case, the distribution of 5-4-3-1 for the East and West hands, occurs oftener than the distributions of 5-4-2-2 and 6-3-3-1 for the East and West hands respectively. It being improbable that East has another club, South therefore does not risk loss of rubber game by trying for small slam, and so makes sure of game by leading a spade from dummy.

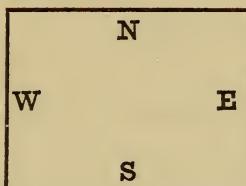
COUNTING

The score is love all on rubber game. South deals

♠ K 3
 ♥ 5 3 2
 ♣ A Q J 10 5
 ♦ J 9 5

GROUP XI
No. 57

♠ 10 2
 ♥ 10
 ♣ K 9 4 2
 ♦ K 7 6 4 3 2



♠ Q J 8 7 5 4
 ♥ K 8 7 4
 ♣ 6
 ♦ A 10

♠ A 9 6
 ♥ A Q J 9 6
 ♣ 8 7 3
 ♦ Q 8

Round	Dealer	West	North	East
1	one heart	no	two hearts	no
2	no	no		

Trick	West	North	East	South
1	10 ♠	K ♠	7 ♠	6 ♠
2	10 ♥	2 ♥	4 ♥	J ♥
3	2 ♣	10 ♣	6 ♣	3 ♣
4	2 ♠	3 ♠	J ♠	A ♠
5	6 ♦	3 ♥	4 ♠	9 ♠
6	2 ♦	5 ♥	7 ♥	9 ♥
7	3 ♦	5 ♣	8 ♥	A ♥
8	4 ♣	J ♣	K ♥	7 ♣
9	4 ♦	5 ♦	A ♦	8 ♦
10	K ♦	9 ♦	10 ♦	Q ♦
11	7 ♦	J ♦	5 ♠	8 ♣
12	9 ♣	Q ♣	8 ♠	6 ♥
13	K ♣	A ♣	Q ♠	Q ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 58

Trick 1.—South plays King of spades from dummy so that East cannot locate the Ace. He also notes that East held five spades and that he can probably make a small slam if East has Ace of clubs.

Trick 2.—South does not like the fall of the 9 of diamonds as East, unless false-carding, is either out or has Jack alone left, but if out South can make all his diamonds by finessing Queen 7 in dummy. Hence he shifts to the heart suit on the chance of finding out the location of the diamond suit later on.

Trick 5.—South leads 9 of hearts so that dummy will have the lead, after hearts are exhausted, in case he wishes to lead a club.

Trick 7.—As West opened a four-card suit he can hardly hold five clubs, and East having held five spades, two hearts, and at least one diamond, cannot have more than three clubs left; so South decides to try for small slam on the chance East has Ace of clubs as game is assured in any event.

Trick 8.—West plays Queen of spades so as not to block partner's spades.

Trick 9.—The fall of clubs at trick 7 showed that West has only one more club, and hence held four diamonds originally.

Remarks.—While South was fortunate to have West's holding in clubs such that he could locate the suit, yet he had nothing to lose by postponing the play of the diamond suit and might gain.

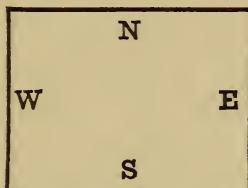
COUNTING

The score is love all. South deals

♠ K 3
 ♥ A Q 8 2
 ♣ 9 8 5 2
 ♦ Q 7 3

GROUP XI
 No. 58

♠ Q 10 8 2
 ♥ J 7 5
 ♣ Q J
 ♦ J 6 5 4



♠ J 9 7 6 4
 ♥ 10 4
 ♣ A 10 7 6 3
 ♦ 9

♠ A 5
 ♥ K 9 6 3
 ♣ K 4
 ♦ A K 10 8 2

Round	Dealer	West	North	East
1	one no-trump	no	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	2 ♠	K ♠	9 ♠	5 ♠
2	4 ♦	3 ♦	9 ♦	K ♦
3	5 ♥	Q ♥	4 ♥	3 ♥
4	7 ♥	2 ♥	10 ♥	K ♥
5	J ♥	A ♥	3 ♣	9 ♥
6	8 ♠	8 ♥	6 ♣	6 ♥
7	J ♣	2 ♣	A ♣	4 ♣
8	Q ♠	3 ♠	7 ♠	A ♠
9	5 ♦	7 ♦	4 ♠	2 ♦
10	6 ♦	Q ♦	6 ♠	8 ♦
11	Q ♣	5 ♣	7 ♣	K ♣
12	J ♦	8 ♣	J ♠	A ♦
13	10 ♠	9 ♣	10 ♣	10 ♦

North and South make a small slam

COMMENTS ON HAND NO. 59

Bidding.—South should double West's three-heart bid, and West should have bid three diamonds after two no-trumps (score being 10) but East would then have to bid three hearts.

Trick 1.—South plays dummy's Jack to try the spade finesse, as it is no use to establish clubs and he does not want East to be in the lead. He notes that West held six hearts, both from the fall of cards and the bidding.

Trick 2.—South does not know whether to finesse Queen or 10; it is a guess and either play may cost a trick, but as he cannot be sure of getting dummy in the lead again, the Queen is his best chance.

Trick 3.—South now tries the diamond suit and finds that East only held one diamond. Hence West is marked with five diamonds originally to the King 9, besides his six hearts, and as he only held one spade, can only have one club which is either Ace or King, partly because such card would explain his bidding as high as three hearts and also because East, with five clubs to the Ace King and five spades to the King, would have bid.

Trick 5.—South now leads a club to throw West in the lead, as if his singleton club is the King, East will not overtake in order to lead a heart as so doing establishes three club tricks in dummy.

Trick 8.—South leads Ace of hearts so as not to have to lead diamonds twice.

Trick 9.—South now leads a low diamond, so as to make both Ace and 10.

Remarks.—If West discards another diamond at trick 7, South of course leads a diamond at trick 8.

COUNTING

N and S 0, E and W 10 on rubber game. South deals

♠ 9 7 5 3

♥ J 4

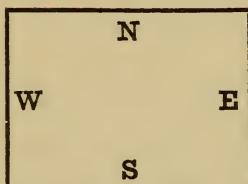
♣ J 9 8 4 2

♦ Q 6

GROUP XI

No. 59

♠ J
♥ K 9 7 6 3 2
♣ A
♦ K 9 7 5 3



♠ K 8 6 4 2
♥ 8 5
♣ K 7 6 5 3
♦ J

♠ A Q 10

♥ A Q 10

♣ Q 10

♦ A 10 8 4 2

Round	Dealer	West	North	East
1	one no-trump	two hearts	no	no
2	two	three hearts	no	no
3	no-trumps	no	no	no
	three			
	no-trumps			

Trick	West	North	East	South
1	6 ♥	J ♥	5 ♥	10 ♥
2	J ♠	3 ♠	2 ♠	Q ♠
3	3 ♦	Q ♦	J ♦	2 ♦
4	5 ♦	5 ♠	4 ♠	10 ♠
5	A ♣	2 ♣	3 ♣	Q ♣
6	3 ♥	4 ♥	8 ♥	Q ♥
7	2 ♥	7 ♠	6 ♠	A ♠
8	7 ♥	4 ♣	5 ♣	A ♥
9	7 ♦	6 ♦	6 ♦	4 ♦
10	K ♥	9 ♠	7 ♠	10 ♠
11	9 ♥	8 ♣	8 ♣	8 ♦
12	9 ♦	9 ♣	K ♠	10 ♦
13	K ♦	J ♣	K ♣	A ♦

North and South win three odd tricks

COMMENTS ON HAND NO. 60

Trick 2.—As South cannot lead the spade suit to advantage, he decides to put dummy in for a heart lead and finesse, especially as he prefers West to have the lead at trick 4 rather than East, since the former is less likely to start the club suit.

Trick 3.—As it is no use to lead Jack of hearts from dummy as East will cover if he has an honor and thus spoil South's potential tenace, South's best chance is to lead a low heart and finesse with the 8, hoping to find the 9 with East and the honors divided. He notes also that East should have the 10 of diamonds. If so, since West cannot hold any other long suit as it would have to be better than 7 spot high and so would have been opened originally, he holds a "four by three" hand, and East therefore held originally four clubs and three each of the other suits.

Trick 4.—West does not know whether to lead a spade or a club, and rather than guess prefers to throw declarant in the lead. South discards dummy's Jack of hearts so as not to block his tenace.

Tricks 6 and 7.—As East has discarded a club, adversaries can now make only two club tricks, and as South cannot locate Ace of spades, or if Queen is led and Ace held up, it might prevent dummy being able to get in for another heart lead, South leads two rounds of clubs, hoping East will win third round.

Remarks.—East cannot save game by discarding a spade at trick 5 as South then leads Queen of spades at trick 6. The hand illustrates how the distribution of all the suits can sometimes be obtained very early in the hand; in this case, after only two tricks have been played, only one suit led, and no bidding to aid declarant.

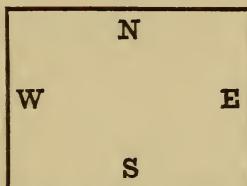
COUNTING

The score is love all. South deals

♠ K 8 6 2
♥ J 4 2
♣ 8 7 5 3
♦ A 4

GROUP XI
No. 60

♠ J 10 3
♥ K 7 6
♣ J 9 4
♦ 7 6 3 2



♠ Q 9 5
♥ A 10 8 3
♣ A 10
♦ K J 8 5

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	2 ♦	4 ♦	Q ♦	K ♦
2	3 ♦	A ♦	9 ♦	5 ♦
3	K ♥	2 ♥	5 ♥	8 ♥
4	6 ♦	J ♥	10 ♦	J ♦
5	7 ♦	3 ♣	2 ♣	8 ♦
6	4 ♣	5 ♣	6 ♣	A ♣
7	9 ♣	7 ♣	Q ♣	10 ♣
8	J ♣	8 ♣	K ♣	5 ♠
9	6 ♥	4 ♥	9 ♥	10 ♥
10	7 ♥	2 ♠	Q ♥	A ♥
11	3 ♠	6 ♠	4 ♠	3 ♥
12	10 ♠	8 ♠	A ♠	Q ♠
13	J ♠	K ♠	7 ♠	9 ♠

North and South win three odd tricks

COMMENTS ON HAND NO. 61

Bidding.—North has not enough strength for a two no-trump bid, but the bid is not likely to cost more than fifty and might gain by preventing East's indicating a lead, especially as making contract means winning the rubber.

Trick 2.—South can locate the club suit.

Trick 3.—East's lead of diamonds looks like a top of nothing lead and that his long suit is hearts. Hence South does not finesse Queen and does not wish to give up command.

Trick 4.—West now tries the spade suit, but his best lead is the singleton heart.

Trick 7.—West is now marked with the King Jack of diamonds, probably, three clubs to the 10, and his remaining card is either a heart or diamond.

Trick 8.—South now leads dummy's Ace of hearts so that West on winning the diamond trick, will have to lead the club suit in which South holds the major tenace.

Trick 9.—South plays Ace of diamonds, as otherwise West on winning would return the diamond, while West plays his King to avoid leading clubs, although as East does not have Queen of diamonds, it makes no difference.

Remarks.—West should have opened with the 8 of clubs instead of the 4 to indicate a long weak suit, and East would then have led a diamond at trick 2, thus saving game. West, however, can save a trick by leading his singleton heart at trick 4.

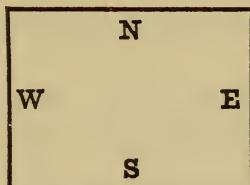
COUNTING

N and S 10, E and W 0 on rubber game. South deals

♠ J 9 3 2
♥ A Q 9 2
♣ Q 6
♦ 9 6 5

GROUP XI
No. 61

♠ Q 8 5 4
♥ 4
♣ 10 8 7 4 2
♦ K J 10



♠ 10 6
♥ K J 10 7 6 5
♣ A K
♦ 7 4 2

♠ A K 7
♥ 8 3
♣ J 9 5 3
♦ A Q 8 3

Round	Dealer	West	North	East
1	one no-trump	no	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	4 ♣	6 ♣	K ♣	3 ♣
2	2 ♣	Q ♣	A ♣	5 ♣
3	10 ♦	5 ♦	7 ♦	3 ♦
4	4 ♠	2 ♠	10 ♠	K ♠
5	5 ♠	3 ♠	6 ♠	A ♠
6	Q ♠	9 ♠	7 ♥	7 ♠
7	8 ♠	J ♠	5 ♥	3 ♥
8	4 ♥	A ♥	6 ♥	8 ♥
9	K ♦	6 ♦	4 ♦	A ♦
10	J ♦	9 ♦	2 ♦	Q ♦
11	7 ♣	2 ♥	10 ♥	8 ♦
12	8 ♣	9 ♥	J ♥	J ♣
13	10 ♣	Q ♥	K ♥	9 ♣

North and South win two odd tricks

COMMENTS ON HAND NO. 62

Trick 1.—South can count two club tricks, seven trump tricks and the Ace of diamonds, and hence feels sure of game.

Trick 3.—South now leads a diamond from dummy to try the finesse, as if it wins, dummy can ruff the third round and thus make a big slam if adverse diamonds are evenly distributed.

Tricks 5, 6 and 7.—South knowing his hand is a freak and adversary may well hold a singleton or suit of two cards at any rate, and since the distributions of a suit that occur in the majority of hands are not as probable in freak hands, he concludes the chances are against both adversaries having exactly three diamonds. As dummy cannot ruff high enough to win the third round of diamonds, South decides to exhaust trumps.

Tricks 8 and 9.—South continues two more rounds of trumps, hoping to get diamond discards.

Remarks.—If South leads Ace of diamonds at trick 5, intending to make a little slam, he cannot then even go game.

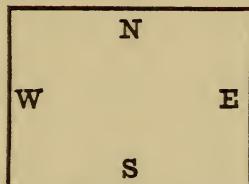
FREAKS

The score is love all on rubber game. South deals

♠ 6 4
 ♥ K J 9 8 4
 ♣ A K 9 5
 ♦ 6 3

GROUP XII
No. 62

♠ 8
 ♥ 6 3
 ♣ Q J 10 4 2
 ♦ K J 9 8 5



♠ 10 9 7
 ♥ A Q 10 5 2
 ♣ 8 7 6 3
 ♦ 2

♠ A K Q J 5 3 2
 ♥ 7
 ♣ —
 ♦ A Q 10 7 4

Round	Dealer	West	North	East
1	four spades	no	no	no

Trick	West	North	East	South
1	Q ♣	K ♣	6 ♣	7 ♥
2	4 ♣	A ♣	7 ♣	4 ♦
3	K ♦	3 ♦	2 ♦	Q ♦
4	J ♣	5 ♣	8 ♣	2 ♠
5	8 ♠	4 ♠	7 ♠	A ♠
6	2 ♣	6 ♠	9 ♠	K ♠
7	5 ♦	6 ♦	10 ♠	Q ♠
8	3 ♥	4 ♥	5 ♥	J ♠
9	6 ♥	8 ♥	2 ♥	5 ♠
10	8 ♦	9 ♣	10 ♥	A ♦
11	9 ♦	9 ♥	3 ♣	7 ♦
12	J ♦	J ♥	Q ♥	10 ♦
13	10 ♣	K ♥	A ♥	3 ♠

North and South win four odd tricks

COMMENTS ON HAND NO. 63

Bidding.—North's hand suggests a preëmptive declaration, but as he may want to show the diamond suit and also has some spade assistance, he should bid one heart, especially as his hearts are not in sequence.

Trick 2.—South cannot give dummy a club ruff to advantage before leading trumps, as he cannot then get in to exhaust trumps. He can count a small slam if both the adverse diamonds and trumps are evenly distributed, but realizes it is improbable since dummy's hand is a freak, nor is it likely the opening lead was from a three-card suit.

Trick 6.—South cannot afford to lead King of diamonds on the chance the suit is established and so make five odd, as if West is out of diamonds, he will fail to go game. In other words, as the odds are against the two missing diamonds dropping on the third round, South takes no chances and so leads a low diamond from dummy and ruffs it, thus establishing the suit.

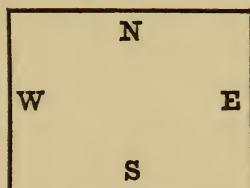
Trick 7.—South now leads his losing trump so that dummy can make his last two diamonds. He cannot, of course, lead Ace of clubs until the adverse winning trump is played, but is reasonably certain of making his Ace of clubs sooner or later.

Remarks.—Although West at trick 1 does not like to lead a short suit with four trumps, it is probably a better opening than the four-card minor tenace club suit. While declarant can get the same result by ruffing one club in dummy and then obtaining a heart discard on third round of diamonds, such play risks a ruff by the adversary that has three or less trumps, besides giving up the chance for eleven or twelve tricks.

FREAKS

The score is love all. North deals

♠ K 4	GROUP XII
♥ A J 8 7 3 2	No. 63
♣ —	
♦ K Q 9 6 2	
♠ J 10 5 2	♠ 9 6
♥ Q 6 4	♥ K 10
♣ K J 6 5	♣ Q 10 9 4 3
♦ J 5	♦ 10 8 7 3
♠ A Q 8 7 3	
♥ 9 5	
♣ A 8 7 2	
♦ A 4	



Round	Dealer	East	South	West
1	one heart	no	one spade	no
2	no	no		

Trick	West	North	East	South
1	J ♦	2 ♦	3 ♦	A ♦
2	2 ♠	K ♠	6 ♠	3 ♠
3	5 ♠	4 ♠	9 ♠	Q ♠
4	10 ♠	2 ♥	3 ♣	A ♠
5	5 ♦	Q ♦	7 ♦	4 ♦
6	5 ♣	6 ♦	8 ♦	7 ♠
7	J ♠	3 ♥	10 ♦	8 ♠
8	6 ♣	7 ♥	Q ♣	A ♣
9	4 ♥	A ♥	10 ♥	5 ♥

North and South win four odd tricks

COMMENTS ON HAND NO. 64

Trick 1.—South notes that by not leading clubs until adverse trumps are exhausted and simply allowing Queen of clubs to make, he is sure of contract. He also notes that East is either out or has one more diamond.

Trick 3.—South sees a chance for five odd by not finessing the club and ruffing third round of clubs provided the Queen falls, or by finessing and then ruffing the third round. The adverse clubs are presumably either three in one hand and four in the other or else two in one hand and five in the other. As the hand is a freak, the latter distribution would seem to be about as probable; that is, it is possible on third round of clubs for the adverse 7 or 9 of trumps to make, followed by the lead of the Ace of trumps, with the other adversary making Queen of clubs eventually. Hence South, of course, does not risk loss of contract doubled for the sake of an extra trick, and so leads the trump, especially as there is still a chance for five odd later, if the Ace 10 finesse in dummy should win.

Remarks.—If dummy had held a small club instead of the 10, it would be difficult to decide how to play the hand. West at trick 2 is marked with four diamonds, four spades (as would have led the top of the suit with less) and, of course, the Ace of hearts by the bidding, and so cannot hold five clubs. Hence if the adverse clubs are five two, it must be East who has the five clubs; and so if one prefers to assume this distribution rather than the four three distribution because the hand is a freak, then the best chance for contract is to first exhaust trumps and play East for the Queen of clubs.

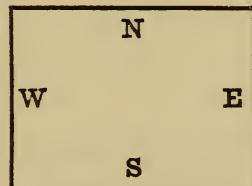
FREAKS

The score is love all. West deals

♠ Q 7 6 3
♥ 4
♣ A 10
♦ 10 9 8 5 4 2

GROUP XII
No. 64

♠ A 10 9 2
♥ A 9 5
♣ 8 4
♦ A K J 6



♠ K J 8 5 4
♥ 7
♣ Q 9 7 6 2
♦ 7 3

♠ —
♥ K Q J 10 8 6 3 2
♣ K J 5 3
♦ Q

Round	Dealer	North	East	South
1	one no-trump	no	two spades	three hearts
2	three spades	no	no	four hearts
3	double	no	no	no

Trick	West	North	East	South
1	K ♦	2 ♦	7 ♦	Q ♦
2	2 ♠	3 ♠	J ♠	2 ♥
3	5 ♥	4 ♥	7 ♥	10 ♥
4	A ♥	4 ♦	3 ♦	K ♥
5	10 ♠	6 ♠	4 ♠	3 ♥
6	9 ♥	5 ♦	5 ♠	Q ♥
7	4 ♣	10 ♣	Q ♣	3 ♣

North and South make contract doubled

COMMENTS ON HAND NO. 65

Trick 1.—South reasons if he does not finesse the spade, he will have to lose one club and two diamond tricks, and to go game would have to find Ace of clubs on his left and not lose a trump trick. Hence his best chance is to play West for the Queen of spades, as his lead is probably from a four-card suit rather than a singleton.

Trick 2.—South now leads a trump from dummy and should recognize that the hand probably belongs in Group VI as he should refuse to finesse, since if the finesse loses, the adversaries can then make two diamond tricks and the Ace of clubs, if not two club tricks, thus saving game. If the Queen of hearts does not fall in two rounds, South can lead a spade and get two club discards and so will then have a chance for game.

UNDESIGNATED DEAL

The score is love all. South deals

♠ A K J 10

♥ 8 4 3

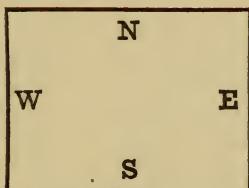
♣ K 10 5

♦ Q J 10

GROUP Y

No. 65

♠ Q 9 5 3
 ♥ Q 2
 ♣ 8 6 3 2
 ♦ A 9 3



♠ 8 7 4
 ♥ 9 7 6
 ♣ A Q J 9
 ♦ K 8 2

♠ 6 2

♥ A K J 10 5

♣ 7 4

♦ 7 6 5 4

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	3 ♠	10 ♠	4 ♠	2 ♠
2	2 ♥	3 ♥	6 ♥	K ♥
3	Q ♥	4 ♥	7 ♥	A ♥
4	5 ♠	8 ♥	9 ♥	J ♥
5	9 ♠	J ♠	7 ♠	6 ♠
6	Q ♠	A ♠	8 ♠	4 ♣
7	2 ♣	K ♠	9 ♣	7 ♣
8	A ♦	Q ♦	2 ♦	4 ♦
9	8 ♣	5 ♣	J ♣	5 ♥
10	3 ♦	10 ♦	K ♦	5 ♦
11	9 ♦	J ♦	8 ♦	6 ♦
12	3 ♣	10 ♣	Q ♣	10 ♥
13	6 ♣	K ♣	A ♣	7 ♦

North and South make five odd

COMMENTS ON HAND NO. 66

Trick 2.—South notes he can go game if he can make two spade tricks and that he can compel adversaries to lead spades by exhausting trumps, ruffing two clubs, and then losing the lead on second round of diamonds. He therefore places the hand in Group 1 and returns the club first so as to establish the ruffs in his hand.

Trick 6.—West discards another diamond to conceal his spade weakness.

Trick 9.—West reasons declarant cannot have Queen of diamonds as he would then have had dummy lead the suit. He therefore plays King so that partner will not have to lead spades.

Trick 10.—West now leads a spade and South expects to make two tricks in the suit.

Tricks 11 and 12.—As East held Ace Jack 9 of spades, South does not make the two spade tricks he would have made if East had been in the lead at trick 10, or if West had held either Ace, Jack or 9 or any two or all of said cards.

Remarks.—South's play of the hand would ordinarily result in game and while he can go game by playing dummy's King of spades at trick 10, he does not know that East holds Jack and 9 as well as the Ace.

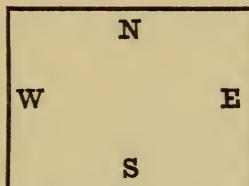
UNDESIGNATED DEAL

The score is love all. South deals

♠ K 10 4
 ♥ Q 9 8 2
 ♣ 8 7 5 3
 ♦ J 2

GROUP Y
No. 66

♠ 6 5 2
 ♥ 5
 ♣ Q J 10 9
 ♦ K 9 8 6 3



♠ A J 9 7
 ♥ 10 3
 ♣ K 4 2
 ♦ Q 10 7 4

♠ Q 8 3
 ♥ A K J 7 6 4
 ♣ A 6
 ♦ A 5

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	Q ♣	3 ♣	2 ♣	A ♣
2	9 ♣	5 ♣	4 ♣	6 ♣
3	5 ♥	8 ♥	10 ♥	J ♥
4	6 ♦	9 ♥	3 ♥	4 ♥
5	10 ♣	7 ♣	K ♣	6 ♥
6	3 ♦	Q ♥	4 ♦	7 ♥
7	J ♣	8 ♣	7 ♦	K ♥
8	8 ♦	2 ♦	10 ♦	A ♦
9	K ♦	J ♦	Q ♦	5 ♦
10	6 ♠	4 ♠	9 ♠	Q ♠
11	5 ♠	K ♠	A ♠	3 ♠
12	2 ♠	10 ♠	J ♠	8 ♠
13	9 ♦	2 ♥	7 ♠	A ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 67

Bidding.—As the score was 6, South reasoned he was strong enough to go game at spades and might make a larger score, although having a probable sure game at diamonds.

Trick 3.—West does not wait for the Queen 10 finesse in clubs as he knows partner either can ruff the third round or else has the Jack.

Trick 4.—South refuses the force as dummy can ruff the next round if led, and if one adversary should have four trumps, he cannot then make the diamond suit. The hand is easy to place in Group X; in fact, declarant should recognize at trick 1 that he has got to avoid a force.

Remarks.—If South ruffs at trick 4, he loses two or three tricks, depending on declarant's subsequent play.

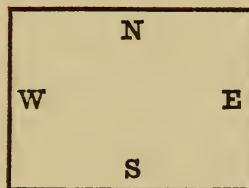
UNDESIGNATED DEAL

N and S 6, E and W 0 on first game. West deals

♠ 6 4 2
♥ A J 7 4
♣ 9 7 3
♦ 8 7 4

GROUP Y
No. 67

♠ A 8 7 3
♥ Q 6 5
♣ K Q 10 4
♦ 9 3



♠ 9 5
♥ K 10 9 3 2
♣ J 8 6 5
♦ J 10

♠ K Q J 10
♥ 8
♣ A 2
♦ A K Q 6 5 2

Round	Dealer	North	East	South
1	no	no	no	one spade
2	no	no	no	

Trick	West	North	East	South
1	K ♣	3 ♣	6 ♣	A ♣
2	A ♠	2 ♠	5 ♠	K ♠
3	Q ♣	7 ♣	8 ♣	2 ♣
4	4 ♣	9 ♣	J ♣	2 ♦
5	3 ♦	4 ♦	J ♦	Q ♦
6	3 ♠	4 ♠	9 ♠	Q ♠
7	7 ♠	6 ♠	3 ♥	J ♠
8	8 ♠	7 ♦	2 ♥	10 ♠
9	9 ♦	8 ♦	10 ♦	A ♦

North and South win four odd tricks

COMMENTS ON HAND NO. 68

Trick 1.—South's first thought is to hold up dummy's Ace until the second round so that if East is later in the lead, he will not have a diamond to lead; but concludes West as he bid the suit probably has six diamonds, so that East has the lone King.

Trick 2.—South reasons he has a chance for game if he can find the King of spades on his right and if the heart finesse in dummy will win, as in that event he can get two discards. He concludes the finesse is necessary and so places the hand in Group IV.

Trick 5.—South now sees he can just make contract by not finessing the heart suit, while if he takes the finesse and it loses, he expects to be set one trick. He, of course, should try for game and therefore leads the 10 of hearts, playing dummy's Jack so if the finesse wins dummy can lead another trump, as the play of Jack will save a trick if East holds only three hearts.

Trick 10.—West now leads a diamond, although both opponents have none of the suit and can ruff. but he can count the hand and saves a trick as declarant cannot now prevent East making his Jack of trumps.

Remarks.—South thus loses two tricks by a sound finesse.

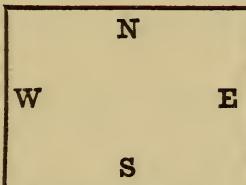
UNDESIGNATED DEAL

The score is love all. South deals

♠ A 8 5
 ♥ A K J 9
 ♣ 9 6 5
 ♦ A 8 3

GROUP V
 No. 68

♠ 3
 ♥ 8 7 4
 ♣ K Q 3
 ♦ Q J 10 6 4 2



♠ K J 7 4
 ♥ Q 6 5 2
 ♣ J 10 8 4
 ♦ K

♠ Q 10 9 6 2
 ♥ 10 3
 ♣ A 7 2
 ♦ 9 7 5

Round	Dealer	West	North	East
1	no	no	one no-trump	no
2	no	two diamonds	two hearts	no
3	two spades	no	no	no

Trick	West	North	East	South
1	Q ♦	A ♦	K ♦	5 ♦
2	3 ♠	A ♠	4 ♠	2 ♠
3	2 ♦	8 ♠	K ♠	6 ♠
4	3 ♣	5 ♣	J ♣	A ♣
5	4 ♥	J ♥	Q ♥	10 ♥
6	Q ♣	6 ♣	4 ♣	2 ♣
7	J ♦	3 ♦	2 ♥	7 ♦
8	10 ♦	8 ♦	5 ♥	9 ♦
9	K ♣	9 ♣	8 ♣	7 ♣
10	6 ♦	5 ♠	6 ♥	9 ♠
11	7 ♥	9 ♥	7 ♠	3 ♥
12	8 ♥	K ♥	10 ♣	10 ♠
13	4 ♦	A ♥	J ♠	Q ♠

North and South are set two tricks

COMMENTS ON HAND NO. 69

Trick 1.—If the diamond finesse loses, East will probably start the heart suit which South has only once stopped, and as one adversary has Ace of clubs, declarant is likely to be set. South by playing Ace of diamonds in dummy is reasonably assured of taking four club tricks, two or three spade tricks, and either a second diamond trick or one heart trick.

Trick 8.—South leads Ace of spades, as East's discard and West's, tend to indicate the Queen is with West, intending to follow with the Jack in the hope of dropping 10 of spades from East's hand.

Remarks.—As the cards lie, South cannot go game, although he saves one trick by not finessing the diamond. While (if either adversary starts the heart suit) game apparently depends on either the diamond or the spade finesse winning and both finesses are an even chance, playing to make three spade tricks is preferable since the left-hand adversary is less likely to start the heart suit, and also because the spade finesse is postponed until more information is obtained.

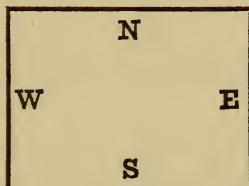
UNDESIGNATED DEAL

The score is love all. South deals

♠ K 9 8 3
 ♥ J 8 7
 ♣ K 10 3
 ♦ A Q 10

GROUP Y
 No. 69

♠ Q 10 5
 ♥ 10 5 3
 ♣ A 5
 ♦ J 9 6 4 2



♠ 6 4 2
 ♥ A Q 9 6 2
 ♣ 7 6 4
 ♦ K 7

♠ A J 7
 ♥ K 4
 ♣ Q J 9 8 2
 ♦ 8 5 3

Round	Dealer	West	North	East
1	one no-trump	no	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	4 ♦	<u>A ♦</u>	7 ♦	5 ♦
2	<u>A ♣</u>	K ♣	4 ♣	2 ♣
3	10 ♥	7 ♥	6 ♥	<u>K ♥</u>
4	5 ♣	3 ♣	6 ♣	<u>Q ♣</u>
5	5 ♥	10 ♣	7 ♣	<u>J ♣</u>
6	2 ♦	8 ♥	2 ♥	9 ♣
7	6 ♦	J ♥	2 ♠	8 ♣
8	5 ♠	3 ♠	4 ♠	<u>A ♠</u>
9	Q ♠	<u>K ♠</u>	6 ♠	J ♠
10	10 ♠	8 ♠	A ♥	7 ♠
11	<u>3 ♥</u>	9 ♠	Q ♥	4 ♥
12	9 ♦	10 ♦	9 ♥	3 ♦
13	J ♦	Q ♦	<u>K ♦</u>	8 ♦

North and South make contract only

COMMENTS ON HAND NO. 70

Bidding.—West could have bid two hearts and if so he would have saved game, as South would have bid two no-trumps and West would then open the club suit.

Trick 1.—South sees it is no use to establish the diamond suit as dummy has no re-entry, but if the Jack of hearts will win, he can try the spade finesse twice and thus might make game.

Trick 3.—South leads 3 of diamonds as he merely wishes to get dummy in for another spade lead, or if the Jack is led he must play Queen from dummy unless West plays Ace.

Trick 6.—South now leads Queen of hearts to establish his 10.

Remarks.—Declarant should be able at trick 1 or trick 3 to place the hand in Group III, it being a case of double entry. At trick 5, he should have led the diamond on the chance the adverse Ace might be held up again.

UNDESIGNATED DEAL

The score is love all. South deals

♠ 7 6 5 3

♥ J 4

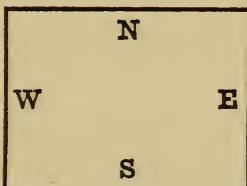
♣ 3

♦ K Q 8 6 4 2

GROUP Y

No. 70

♠ 9
♥ K 9 7 6 5
♣ Q 7 6 5 4
♦ A 5



♠ K J 8 4
♥ 8 2
♣ J 10 9 2
♦ 10 9 7

♠ A Q 10 2
♥ A Q 10 3
♣ A K 8
♦ J 3

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	6 ♥	J ♥	2 ♥	3 ♥
2	9 ♠	3 ♠	4 ♠	10 ♠
3	5 ♦	Q ♦	7 ♦	3 ♦
4	5 ♣	5 ♣	8 ♣	Q ♣
5	5 ♥	4 ♥	8 ♥	A ♥
6	K ♥	6 ♠	9 ♦	Q ♥
7	7 ♥	2 ♦	10 ♦	10 ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 71

Trick 1.—South notes that the only tricks he can lose, probably, are one spade, one diamond, and one club, if he leads the diamond suit. Though he has eight clubs and only six diamonds in the two hands and establishing clubs may avoid the diamond finesse, if clubs are led the adversaries must make one club trick and may make two, depending on the location of the King Queen and 9 and how the suit is played.

It is possible, too, if West has the Ace of spades, he might lead the diamond suit before clubs are established and hence make necessary trying the diamond finesse, anyway. To sum up: playing for the club suit should produce ten or eleven tricks, and for the diamond suit ten, eleven or twelve tricks.

Trick 2.—South therefore leads a diamond, postponing giving dummy the heart ruff as he may want to lead diamonds again from his own hand.

Remarks.—As the hand involves a choice of suits, it belongs in Group VII.

UNDESIGNATED DEAL

The score is love all. South deals

♠ 4 3 2

♥ 4

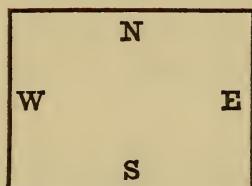
♣ A 10 7 5 3

♦ A Q J 9

GROUP Y

No. 71

♠ A 9
♥ K Q J 8 7 3
♣ 9 4
♦ K 10 2



♠ 10 5
♥ 10 9 6 5
♣ K Q 6
♦ 8 6 5 4

♠ K Q J 8 7 6
♥ A 2
♣ J 8 2
♦ 7 3

Round	Dealer	West	North	East
1	one spade	two hearts	two spades	no
2	no	three hearts	three spades	no
3	no	no		

Trick	West	North	East	South
1	K ♥	4 ♥	6 ♥	A ♥
2	2 ♦	J ♦	4 ♦	3 ♦
3	A ♠	2 ♠	5 ♠	J ♠
4	9 ♣	A ♣	6 ♣	2 ♣
5	9 ♠	3 ♠	10 ♠	Q ♠
6	10 ♦	Q ♦	5 ♦	7 ♦
7	K ♦	A ♦	6 ♦	8 ♣
8	3 ♥	9 ♦	8 ♦	J ♣

North and South make a small slam

COMMENTS ON HAND NO. 72

Trick 1.—The hand suggests holding up the Ace of spades until the second round, as if the heart finesse loses, the spade suit might not then make. But as adversaries have an established club suit, it is no use to hold up the Ace of spades, as South's only chance for game, probably, is to find the King of hearts with West. South concludes the hand possibly illustrates not holding up and if so belongs in Group VI.

Trick 2.—South first leads Ace of diamonds on the chance of being able to locate the Queen and also because if he later should decide to finesse, it is better to do so on second round than on first round.

Tricks 5, 6, 7 and 8.—East does not discard his only remaining diamond so as to conceal his weakness in the suit.

Trick 9.—South now leads the diamond from dummy and finds that East is either out or has the Queen. As the distribution of the club suit must have been either 6-4-2-1 or 7-3-2-1, and if the former (which probabilities strongly favor) he holds another diamond. So South decides to take the finesse, especially as it is the first game, and if the finesse wins he will gain three tricks besides honor-score for small slam. He realizes, though, that he can just go game by not finessing and that if the finesse loses, he will then only make the two odd that he has already won.

Remarks.—At trick 9 all South can infer from the diamonds played is that either West held the 4 and 5 only originally or East the 7 and 10 only, and cannot tell which one is concealing weakness in the suit by refusing to discard. The hand illustrates how in actual play one is sometimes criticised by partner, presumably because of the latter's failure to appreciate the reasons that justified a finesse which lost one trick and game.

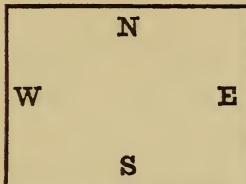
UNDESIGNATED DEAL

The score is love all, first game. South deals

♠ 10 7
♥ A 10 5 4 3 2
♣ J 9
♦ 9 8 2

GROUP Y
No. 72

♠ K Q 8 4 2
♥ K 6
♣ 10 8 5
♦ Q 5 4



♠ J 9
♥ 9 8
♣ A K 7 6 4 3 2
♦ 10 7

♠ A 6 5 3
 ♥ Q J 7
 ♣ Q
 ♦ A K J 6 3

Round	Dealer	West	North	East
1	oneno-trump	no	no	no

Trick	West	North	East	South
1	4 ♠	7 ♠	9 ♠	<u>A ♠</u>
2	4 ♦	2 ♦	7 ♦	<u>A ♦</u>
3	<u>K ♥</u>	<u>A ♥</u>	8 ♥	<u>Q ♥</u>
4	6 ♥	2 ♥	9 ♥	<u>J ♥</u>
5	5 ♣	<u>10 ♥</u>	6 ♣	7 ♥
6	8 ♣	5 ♥	2 ♣	3 ♠
7	2 ♠	4 ♥	J ♠	5 ♠
8	8 ♠	<u>3 ♥</u>	3 ♣	6 ♠
9	<u>Q ♦</u>	8 ♦	10 ♦	J ♦

North and South win two odd tricks only

COMMENTS ON HAND NO. 73

Bidding.—North thought it would be easier to make four hearts than five diamonds, but as his hand is worth an extra trick at diamonds since he can ruff third round of hearts if necessary, he should have bid three diamonds. West is satisfied with the heart bid while a double might drive opponents to a four-diamond bid.

Trick 2.—West, of course, continues spades so as to force declarant, especially having length in trumps himself.

Trick 10.—South realizes he can now make contract by leading clubs, provided the club finesse will win, but if it loses he will be set two tricks. He concludes East would not have bid a spade without the King of clubs, and so leads another diamond. If East discards a spade instead of blanking his King of clubs, and West does not then lead a club, South will get an extra trick; while he realizes West is not likely to make the mistake, it is his best chance for contract.

Remarks.—While the hand plays itself, it is given merely to show the value of forcing declarant, as any other lead but a spade at trick 2 would enable declarant to make four odd.

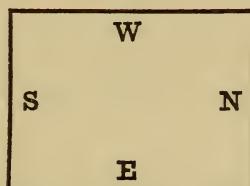
THE FORCE

The score is love all. East deals

♠ *K Q 7 5
 ♥ 10 9 5 3 2
 ♣ 6 3
 ♦ 7 4

GROUP I
No. 73

♠ J
 ♥ A Q J 8 7
 ♣ 5 2
 ♦ A Q J 6 3



♠ 8 6 3
 ♥ K 4
 ♣ A Q 10 9 8
 ♦ K 10 2

♠ A 10 9 4 2
 ♥ 6
 ♣ K J 7 4
 ♦ 9 8 5

Round	Dealer	South	West	North
1	no	one heart	no	no
2	one spade	two diamonds	two spades	three hearts
3	no	no	no	

Trick	West	North	East	South
1	K ♠	3 ♠	2 ♠	J ♠
2	Q ♠	6 ♠	4 ♠	7 ♥
3	2 ♥	K ♥	6 ♥	8 ♥
4	3 ♥	4 ♥	4 ♣	Q ♥
5	5 ♥	8 ♠	5 ♦	A ♥
6	4 ♦	K ♦	8 ♦	3 ♦
7	7 ♦	10 ♦	9 ♦	6 ♦
8	9 ♥	2 ♦	7 ♣	J ♦
9	7 ♠	8 ♣	9 ♠	J ♥
10	10 ♥	9 ♣	J ♣	A ♦
11	5 ♠	10 ♣	10 ♠	Q ♦
12	3 ♣	Q ♣	A ♠	2 ♣
13	6 ♣	A ♣	K ♣	5 ♣

North and South are set one trick

COMMENTS ON HAND NO. 74

Bidding.—South's four honors and the adverse score warrant his bidding one more trick than he otherwise would.

Trick 1.—West's best opening lead is not clear, but as partner raised the spade bid twice, he decides to open the spade suit rather than the short club suit.

Trick 2.—East being longer in the spade suit than partner, abandons the unblocking play as otherwise West cannot help blocking him.

Trick 3.—West holds up the Ace of hearts, as if he wins the second round, dummy's trumps will be exhausted.

Trick 4.—South concludes it is safer to first establish the diamond suit, as the Ace of hearts is being held up and dummy only had two hearts.

Trick 5.—As East now has no more diamonds unless his play of the 6 of diamonds was a false card, South leads the trump again.

Trick 6.—West is careful to lead the 8 of spades instead of the 5 so as not to block the suit.

Remarks.—If declarant is not forced, he will make his contract, unless West succeeds in obtaining a club ruff.

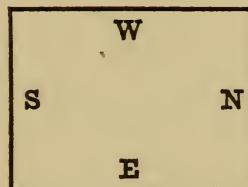
THE FORCE

N and S 0, E and W 8 on rubber game. South deals

♠ *A Q 8 5
♥ A 5 3
♣ 10 6
♦ K 5 4 3

GROUP I
No. 74

♠ K
♥ K Q J 10 2
♣ K Q J
♦ Q J 10 9



♠ 10 9 7
♥ 9 4
♣ 7 5 4 3
♦ A 8 7 2

♠ J 6 4 3 2
♥ 8 7 6
♣ A 9 8 2
♦ 6

Round	Dealer	West	North	East
1	one heart	one spade	no	two spades
2	three hearts	no	no	three spades
3	four hearts	double	no	no
4	no			

Trick	West	North	East	South
1	A ♠	7 ♠	4 ♠	K ♠
2	Q ♠	9 ♠	3 ♠	2 ♥
3	3 ♥	4 ♥	6 ♥	K ♥
4	3 ♦	2 ♦	6 ♦	Q ♦
5	A ♥	9 ♥	7 ♥	Q ♥
6	8 ♠	10 ♠	J ♠	10 ♥
7	5 ♥	3 ♣	8 ♥	J ♥
8	4 ♦	7 ♦	2 ♣	J ♦
9	5 ♦	8 ♦	8 ♣	10 ♦
10	K ♦	A ♦	9 ♣	9 ♦
11	6 ♣	4 ♣	A ♣	J ♣
12	5 ♣	5 ♣	6 ♣	Q ♣
13	10 ♣	7 ♣	2 ♣	K ♣

North and South are set two tricks

COMMENTS ON HAND NO. 75

Trick 7.—If declarant held five spades originally, he must now hold one club and the lead of a club will set him one trick; while if West leads a diamond and declarant ruffs in dummy in order to discard his losing club, dummy will then have one trump left and declarant two trumps, so that all declarant can then make are the three remaining trumps, as he (West) has both their suits twice stopped. If, however, declarant held six spades originally, he hasn't a club, and the lead of a club will enable him to make dummy's club suit and hence his contract, while the lead of a diamond will set him three tricks whether he ruffs or dummy ruffs. Hence West now leads a diamond.

Remarks.—The hand is partly interesting as showing an unusual situation wherein one should lead a suit that allows one opponent a discard and the other a ruff. Declarant, however, plays the hand badly, as he should lead a spade at trick 2. Then on ruffing second round of diamonds, dummy can ruff the next round of spades and put declarant in the lead again by a trump lead for another spade ruff in dummy, which establishes the suit. Declarant can thus make four odd against adversaries who can make a small slam at either no-trumps or diamonds.

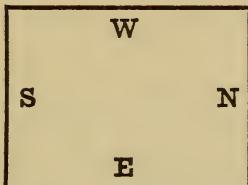
THE FORCE

The score is love all. West deals

♠ A Q 10
♥ K 5
♣ A Q 3
♦ *A J 8 5 4

GROUP I
No. 75

♠ K J 9 8 5 2
♥ A 10 7 6 4 2
♣ 6
♦ —



♠ 4
♥ J 9 8 3
♣ J 9 8 7 4 2
♦ 9 3

♠ 7 6 3
♥ Q
♣ K 10 5
♦ K Q 10 7 6 2

Round	Dealer	North	East	South
1	one no-trump	no	no	two spades
2	two	no	no	three hearts
3	no-trumps	no	four diamonds	four hearts
4	no	no	no	no
	double			

Trick	West	North	East	South
1	A ♦	3 ♦	2 ♦	2 ♥
2	5 ♥	3 ♥	Q ♥	A ♥
3	3 ♣	2 ♣	10 ♣	6 ♣
4	4 ♦	9 ♦	6 ♦	4 ♥
5	10 ♠	4 ♠	3 ♠	8 ♠
6	K ♥	8 ♥	6 ♠	6 ♥
7	J ♦	4 ♣	7 ♦	7 ♥
8	Q ♠	9 ♥	7 ♠	9 ♠
9	Q ♣	7 ♣	5 ♣	10 ♥
10	A ♠	8 ♣	10 ♦	2 ♠
11	5 ♦	J ♥	Q ♦	5 ♠
12	A ♣	9 ♣	K ♣	J ♠
13	8 ♦	J ♣	K ♦	K ♠

North and South are set three tricks

COMMENTS ON HAND NO. 76

Trick 1.—While declarant may be false-carding in diamonds, and if so, holds both Queen and trey, West decides it is more probable partner has the trey and is showing four in the suit, as he would not echo to show out on an Ace lead.

Trick 2.—If declarant has no more diamonds, he must hold the Ace of hearts besides his spades headed by King Queen or King Jack, as otherwise he would not have bid spades initially. As dummy's heart suit is therefore established and he has three trumps, besides the Ace of clubs, it is unlikely a force will hurt declarant. West to save game must make a club trick and two trump tricks, and hence leads King of clubs before he loses his Ace of trumps.

Trick 4.—As West may have the 9 or 10 of trumps, East overtakes to give partner a chance to ruff in case declarant has the missing club.

Remarks.—If West at trick 2 forces declarant, latter will make five odd. Declarant can go game, however, by refusing to play dummy's Ace of clubs on first round.

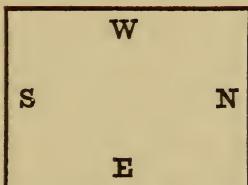
AVOIDING FORCING DECLARANT

The score is love all. South deals

♠ A 10 2
 ♥ 7 6 3
 ♣ K J
 ♦ *A 9 8 6 2

GROUP II
 No. 76

♠ K Q J 9 6 5
 ♥ A 5 4
 ♣ 10 7 5
 ♦ K



♠ 8 7 3
 ♥ K Q J 9 2
 ♣ A 3
 ♦ J 5 4

♠ 4
 ♥ 10 8
 ♣ Q 9 8 6 4 2
 ♦ Q 10 7 3

Round	Dealer	West	North	East
1	one spade	no	no	no

Trick	West	North	East	South
1	A ♦	4 ♦	7 ♦	K ♦
2	K ♣	A ♣	6 ♣	5 ♣
3	A ♠	3 ♠	4 ♠	J ♠
4	J ♣	3 ♣	Q ♣	7 ♣
5	10 ♠	5 ♦	4 ♣	10 ♣
6	6 ♦	J ♦	Q ♦	5 ♠

North and South win three odd tricks

COMMENTS ON HAND NO. 77

Bidding.—West should have bid four spades and North would probably have doubled, although West can make his contract.

Trick 1.—As there are so many missing diamonds below the 7, West decides it is more probable partner has played his third best diamond and so holds both Jack and 9 and at least all but one of the missing diamonds, while declarant is either out or has one small, unless he played Queen holding the Jack also. In latter event, East cannot have two diamonds higher than the 7 and so can only have one more diamond which gives declarant six diamonds originally, a holding highly improbable, as latter would then have no spades nor clubs for he must have at least seven trumps since partner (East) with as many as six would have doubled.

Trick 2.—West realizes if declarant is in the lead, he may be able to exhaust trumps and make dummy's club suit, so that if declarant has no diamonds left, the lead of King of diamonds may cost two tricks. If, however, he has no spades and one diamond left the lead of King of spades can only cost one trick, while if he held six diamonds, West cannot then lose King of diamonds by not leading it. Therefore West leads King of spades, especially as it would seem to be the best chance to save game.

Trick 3.—West of course now leads a low spade as the Ace would establish dummy's spades.

Remarks.—This hand comes under the definition of a freak. The lead of the King of diamonds by West at trick 2 would enable declarant to make five odd.

AVOIDING FORCING DECLARANT

The score is love all. South deals

♠ A K 8 6 5 4 2

♥ —

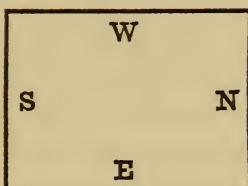
♣ 6 5 4 3

♦ *A K

GROUP II

No. 77

♠ J 7
 ♥ A K J 10 9 5 4 2
 ♣ 8 7
 ♦ Q



♠ Q 10 9 3
 ♥ Q
 ♣ A Q J 9 2
 ♦ 10 8 2

♠ —
 ♥ 8 7 6 3
 ♣ K 10
 ♦ J 9 7 6 5 4 3

Round	Dealer	West	North	East
1	three hearts	three spades	four hearts	no
2	no	no		

Trick	West	North	East	South
1	A ♦	2 ♦	7 ♦	Q ♦
2	K ♠	3 ♠	9 ♦	7 ♠
3	2 ♠	9 ♠	3 ♥	J ♠
4	K ♦	8 ♦	6 ♦	9 ♥
5	4 ♠	Q ♥	6 ♥	A ♥
6	5 ♠	2 ♣	7 ♥	K ♥
7	6 ♠	9 ♣	8 ♥	J ♥
8	3 ♣	J ♣	K ♣	7 ♣

North and South are set one trick

COMMENTS ON HAND NO. 78

Trick 2.—East reasons that if he takes the trump trick, leads King of spades and then third round, declarant will ruff, exhaust trumps and may be able to make the club suit. If he leads the diamond instead of third round of spades and finds partner with the Ace, by holding up Ace of trumps until second round, he can probably make three diamond tricks. Declarant apparently wishes to exhaust adverse trumps, presumably in order to make the club suit. While holding up will cost a trick if declarant held five hearts to the King 10, having bid the suit with outside strength, it would seem more likely he has both King and Queen.

Trick 5.—East now shifts to the diamond suit rather than allow declarant to be in the lead by forcing him with a spade.

Trick 7.—West knows that declarant was false-carding at trick 6 and must have another diamond, as otherwise East with King Queen of spades, Ace of hearts and six diamonds to the King Queen would have bid, and in fact would have bid if he had held five of the suit. Hence he decides declarant has two more diamonds and so returns the diamond with the expectation of getting a ruff on the fourth round. He can then make a spade trick if declarant has the missing spade.

Remarks.—If East at trick 5 forces declarant, he will lose three tricks as declarant can then go game. Declarant can save one trick by leading three rounds of clubs before starting trumps, but such play gives up all chance for game.

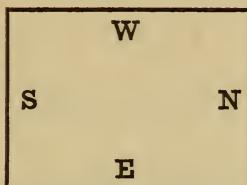
AVOIDING FORCING DECLARANT

The score is love all. South deals

♠ J 9 7 2
 ♥ 10 8 4
 ♣ J 7 3
 ♦ A 8 2

GROUP II
No. 78

♠ A 4
 ♥ K Q 7 5 3
 ♣ K 2
 ♦ J 10 9 6



♠ 10 8 5 3
 ♥ J 6
 ♣ A Q 10 6 4
 ♦ 5 3

♠ K Q 6
 ♥ A 9 2
 ♣ 9 8 5
 ♦ K Q 7 4

Round	Dealer	West	North	East
1	one heart	no	no	no

Trick	West	North	East	South
1	2 ♠	3 ♠	Q ♠	A ♠
2	4 ♥	<u>J ♥</u>	2 ♥	3 ♥
3	8 ♥	6 ♥	A ♥	5 ♥
4	7 ♠	5 ♠	K ♠	4 ♠
5	8 ♦	3 ♦	K ♦	6 ♦
6	A ♦	5 ♦	4 ♦	J ♦
7	2 ♦	4 ♣	Q ♦	10 ♦
8	<u>10 ♥</u>	6 ♣	7 ♦	9 ♦
9	J ♠	8 ♠	6 ♠	<u>7 ♥</u>

North and South win the odd trick

COMMENTS ON HAND NO. 79

Trick 6.—As West bid clubs, East concludes South's lead of Queen of clubs at trick 2 was either a singleton or from Queen Jack only, as he would not be likely to lead from Queen and one small. As declarant may be trying to establish dummy's heart suit, that is, a thirteenth heart, a club lead will probably enable declarant to get in for another heart lead and possibly enable him to get a discard. Hence, unless declarant led from Queen and one small club, the only chance to save game is to make two diamond tricks, and another heart trick, or else three diamond tricks. So East leads a diamond up to dummy's weakness, especially as he may never be in the lead again.

Remarks.—Declarant at trick 2 should have started a heart and would probably go game as East would then lead a club.

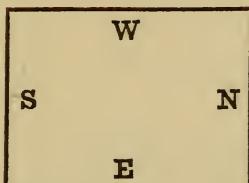
AVOIDING FORCING DECLARANT

The score is love all. South deals

♠ J
 ♥ K J 4
 ♣ K J 10 8 5 2
 ♦ A 10 2

GROUP II
No. 79

♠ A K 8 6 4 2
 ♥ 10 3 2
 ♣ Q
 ♦ K Q 8



♠ 10 9 5
 ♥ A 8 7 5
 ♣ A 6 4
 ♦ 9 5 3

♠ Q 7 3
 ♥ Q 9 6
 ♣ 9 7 3
 ♦ J 7 6 4

Round	Dealer	West	North	East
1	one spade	two clubs	two spades	no
2	no	no		

Trick	West	North	East	South
1	J ♠	5 ♠	3 ♠	K ♠
2	K ♣	A ♣	3 ♣	Q ♣
3	2 ♣	10 ♠	7 ♠	2 ♠
4	5 ♣	9 ♠	Q ♠	A ♠
5	4 ♥	7 ♥	9 ♥	2 ♥
6	A ♦	3 ♦	4 ♦	Q ♦
7	10 ♦	5 ♦	6 ♦	K ♦
8	J ♥	5 ♥	Q ♥	3 ♥
9	2 ♦	9 ♦	J ♦	8 ♦

North and South win three odd tricks

COMMENTS ON HAND NO. 80

Trick 3.—As East played Queen of diamonds, he can have no more diamonds and West therefore infers that declarant held the King Jack 10 9 3 of diamonds, besides the King of hearts and Ace of spades he was previously marked with.

Trick 4.—West realizes if he leads his spade suit to establish it, South can make, besides the Ace of spades, four diamond and two heart tricks which with the two tricks already won means game. As declarant holds a real no-trumper even if he has nothing in clubs, West leads King of clubs on the chance his partner has the suit. While the lead may lose a trick, it may gain several tricks, and is the only chance of saving game.

ABANDONING A SUIT

The score is love all. South deals

♠ K J 9 *4

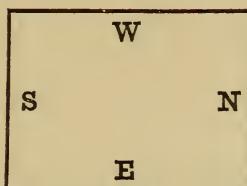
♥ Q 10 9

♣ K 10 3

♦ A 8 7

GROUP III**No. 80**

♠ A Q 5
 ♥ K 6 2
 ♣ 8 7
 ♦ K J 10 9 3



♠ 8 7 3
 ♥ A J 4
 ♣ Q 9 5
 ♦ 6 5 4 2

♠ 10 6 2
 ♥ 8 7 5 3
 ♣ A J 6 4 2
 ♦ Q

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♠	3 ♠	10 ♠	<u>Q ♠</u>
2	9 ♥	<u>J ♥</u>	3 ♥	<u>2 ♥</u>
3	<u>A ♦</u>	2 ♦	Q ♦	<u>K ♦</u>
4	<u>K ♣</u>	5 ♣	6 ♣	7 ♣
5	10 ♣	Q ♣	<u>A ♣</u>	8 ♣
6	3 ♣	9 ♣	<u>J ♣</u>	5 ♠
7	7 ♦	<u>4 ♦</u>	4 ♦	<u>3 ♦</u>
8	9 ♠	7 ♠	<u>2 ♠</u>	9 ♦

North and South win the odd trick

COMMENTS ON HAND NO. 81.

Trick 3.—Declarant must have held five hearts and cannot have both King and Jack as he would have bid hearts instead of no-trumps, and so should at least have Ace of diamonds, and King Queen or King Jack of clubs. West reasons if he establishes the spade suit expecting to get in again with the Ace of hearts, declarant can win eight tricks in the minor suits or game counting the spade trick. Hence he decides to make King of spades and run with the hearts, hoping to find partner with the King.

Trick 4.—East's low heart lead and discard of a club tend to confirm West in his decision to run with the hearts.

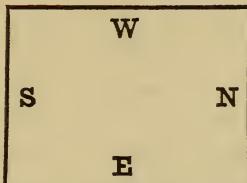
ABANDONING A SUIT

The score is love all. South deals

♠ K *10 9 8 5 4 2
 ♥ A Q 9
 ♣ 9 5
 ♦ 3

GROUP III
No. 81

♠ 7 3
 ♥ J 8 7 6 4
 ♣ K Q J 2
 ♦ A 7



♠ Q J 6
 ♥ 2
 ♣ A 8 7 4
 ♦ K Q J 6 5

♠ A
 ♥ K 10 5 3
 ♣ 10 6 3
 ♦ 10 9 8 4 2

Round	Dealer	West	North	East
1	one no-trump	two spades	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	10 ♠	J ♠	A ♠	3 ♠
2	9 ♥	2 ♥	3 ♥	4 ♥
3	K ♠	6 ♠	3 ♣	7 ♠
4	A ♥	4 ♣	5 ♥	6 ♥
5	Q ♥	5 ♦	10 ♥	7 ♥

North and South win two odd tricks

COMMENTS ON HAND NO. 82

Bidding.—East should have bid two hearts to indicate a lead as he is strong enough to play the hand if left in.

Trick 3.—As West has no re-entry it is no use to establish spades and he therefore leads a heart on the chance of finding it is partner's suit. While South may have high-card strength in hearts or length, he cannot have both length and strength and as he (West) and dummy together have five hearts as compared with six diamonds, his best chance is to lead the shorter and weaker of the two suits, especially as dummy's diamond suit has too much strength.

Trick 4.—South can expect to make five club tricks, a spade trick, and the Ace of diamonds, which with the Ace of hearts falls one trick short of going game. Hence he needs to locate the King of diamonds.

Trick 7.—South now makes King of spades while in the lead and does not discard dummy's heart, intending to play on the assumption that East has the King of diamonds, and so, when making clubs, East will either have to blank the King of diamonds or else dummy by a heart lead can force him to lead away from the King of diamonds.

Trick 8.—South, on further thought, realizes that West holding a once guarded King of diamonds may have abandoned the spade suit at trick 3, having little chance to get in with the Ace of diamonds in dummy and furthermore East holding Ace of spades, five hearts to the King Queen 10 and the King of diamonds would have bid, and so came to the conclusion that the King of diamonds is on his left.

Remarks.—South, of course, can go game if he can place the King of diamonds correctly, and his failure to do so is due to East's error in not bidding. While he can take ten tricks if he wins the second round of spades, he cannot be sure that East has not another spade.

ABANDONING A SUIT

The score is love all. South deals

♠ *Q J 8 7 5 4 3

♥ 7 2

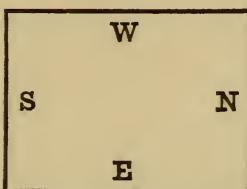
♣ J 3

♦ 8 3

GROUP III

No. 82

♠ K 9 2
 ♥ A 9 4
 ♣ A 9 5
 ♦ Q J 9 5



♠ 10
 ♥ J 8 5
 ♣ K Q 10 7 2
 ♦ A 10 6 2

♠ A 6
 ♥ K Q 10 6 3
 ♣ 8 6 4
 ♦ K 7 4

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	Q ♠	10 ♠	A ♠	2 ♠
2	J ♠	2 ♦	6 ♠	9 ♠
3	7 ♥	5 ♥	10 ♥	4 ♥
4	2 ♥	8 ♥	K ♥	A ♥
5	3 ♣	Q ♣	4 ♣	5 ♣
6	J ♣	2 ♣	6 ♣	A ♣
7	3 ♠	6 ♦	4 ♦	K ♠
8	3 ♦	10 ♦	K ♦	Q ♦
9	4 ♠	J ♥	Q ♥	9 ♥

North and South are set one trick

COMMENTS ON HAND NO. 83

Trick 1.—West opens the clubs irregularly to show it is a weak suit.

Trick 2.—As East cannot have held more than three clubs, West realizes his club suit can never be made, and reasons that the best chance to save game is to find partner with diamonds. If declarant has King of hearts, there is no advantage in passing the Jack, while if partner has the King, the play of Ace may save a needed re-entry. West therefore plays Ace of hearts in order to start the diamond suit.

Trick 5.—It makes no difference how South plays, as he can get only two odd anyway.

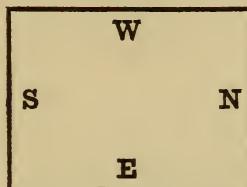
ABANDONING A SUIT

The score is love all. South deals

♠ 8 5 4 3
 ♥ A 4
 ♣ 9 *7 6 5 2
 ♦ 10 8

GROUP III
No. 83

♠ A Q
 ♥ J 10 9 3
 ♣ A 8
 ♦ K 6 5 4 2



♠ K J 6 2
 ♥ Q 7 5 2
 ♣ K Q J
 ♦ J 3

♠ 10 9 7
 ♥ K 8 6
 ♣ 10 4 3
 ♦ A Q 9 7

Round	Dealer	West	North	East
1	non-trump	no	no	no

Trick	West	North	East	South
1	7 ♣	J ♣	3 ♣	A ♣
2	A ♥	2 ♥	6 ♥	J ♥
3	10 ♦	J ♦	A ♦	2 ♦
4	8 ♦	3 ♦	Q ♦	4 ♦
5	5 ♣	5 ♥	9 ♦	K ♦
6	3 ♠	2 ♠	7 ♠	A ♠
7	4 ♠	6 ♠	9 ♠	Q ♠
8	6 ♣	Q ♣	4 ♣	8 ♣

North and South win two odd tricks

COMMENTS ON HAND NO. 84

Bidding.—South bids a border line no-trump because of the adverse advance score, hoping to discourage a bid by the opponents.

Trick 1.—South realizes he can go game by playing Ace of hearts if the spade suit is evenly distributed, or he can go game if he can make both Ace and Queen of hearts. If the King of hearts is with East, he still has a chance for game if the diamond suit is not led.

Trick 2.—East reasons that if returning the heart will establish the suit, declarant must have Ace of spades and King or Queen of clubs, and so can probably make three spade and four club tricks, besides the Ace of hearts, which means game if he has the Ace of diamonds. Furthermore, partner's heart suit may be Jack high instead of Queen high, hence East shifts to the diamond suit as being the best chance to save game, although realizing declarant may have both Ace and Queen of diamonds. East having the King with the 9 as well as the Jack, leads the Jack to top the 10 in dummy.

Remarks.—As the cards lie, declarant can go game by playing dummy's Ace of hearts at trick 1 and then leading four rounds of clubs. But his play is sound, since a 4-4-3-2 distribution for the spade suit is more probable than a 4-3-3-3 distribution and it is an even chance the King of hearts is on his left.

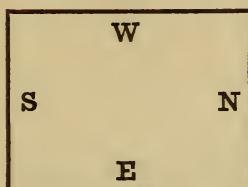
ABANDONING A SUIT

N and S 0, E and W 18 on first game. South deals

♠ 9 2
♥ J 10 5 3 2
♣ 8 7 4
♦ A 6 2

GROUP III
No. 84

♠ A 10 4
♥ Q 9 7
♣ K Q 9 3
♦ Q 8 7



♠ K Q 8 3
♥ A 6
♣ A J 10 2
♦ 10 5 3

♠ J 7 6 5
♥ K 8 4
♣ 6 5
♦ K J 9 4

Round	Dealer	West	North	East
1	one no-trump	no	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	3 ♥	6 ♥	K ♥	7 ♥
2	2 ♦	3 ♦	J ♦	7 ♦
3	A ♦	5 ♦	4 ♦	8 ♦
4	6 ♦	10 ♦	K ♦	Q ♦
5	2 ♥	3 ♠	9 ♦	3 ♣
6	5 ♥	A ♥	8 ♥	9 ♥
7	4 ♣	2 ♣	5 ♣	Q ♣
8	2 ♠	8 ♠	5 ♠	A ♠

North and South win two odd tricks

COMMENTS ON HAND NO. 85

Trick 1.—Since West opened a four-card suit, declarant must have three hearts including Ace or King as he bid no-trumps. Hence East refuses to play Queen of hearts as so doing would then make dummy's Jack a re-entry for the diamond suit.

Trick 2.—East of course holds up the King of diamonds until the second round.

Trick 6.—South knows it is no use to lead King of spades in order to make dummy's Queen a re-entry, as adversary will refuse to play Ace. Hence his only chance of getting dummy in is to find the Ace on his left.

Remarks.—East's ducking at trick 1 saves three tricks.

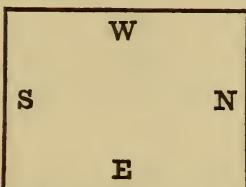
**PREVENTING DECLARANT MAKING A SUIT
IN DUMMY**

The score is love all. South deals

♠ J 7 6 5
♥ K 10 8 4
♣ Q J 2
♦ 8 7

GROUP IV
No. 85

♠ K 9 4 2
♥ A 9 5
♣ A K 6 4
♦ J 3



♠ Q 3
♥ J 7 6
♣ 9 5
♦ A Q 10 6 5 2

♠ A 10 8
♥ Q 3 2
♣ 10 8 7 3
♦ K 9 4

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♥	6 ♥	2 ♥	9 ♥
2	7 ♦	2 ♦	4 ♦	— J ♦ —
3	8 ♦	10 ♦	K ♦	3 ♦
4	8 ♥	7 ♥	Q ♥	5 ♥
5	10 ♥	J ♥	3 ♥	A ♥
6	5 ♠	Q ♠	A ♠	2 ♠
7	2 ♣	5 ♣	8 ♣	K ♣
8	J ♣	9 ♣	3 ♣	A ♣
9	Q ♣	3 ♠	7 ♣	4 ♣
10	K ♥	5 ♦	9 ♦	6 ♣
11	—	6 ♦	10 ♠	K ♠
12	7 ♠	Q ♦	8 ♠	4 ♠
13	J ♠	A ♦	10 ♣	9 ♠

North and South are set one trick

COMMENTS ON HAND NO. 86

Bidding.—South has a three-spade bid third hand after two passes, but as dealer, one spade is preferable to three spades initially.

Trick 5.—If declarant has the missing 2 of clubs and West covers the Jack, declarant will refuse to play dummy's King and thus make the rest of dummy's clubs by another lead through West. As declarant could have won, at trick 1, with the Jack and so did not need to allow West to make a club trick, West concludes declarant is trying to make the club suit either in order to go game or to make an extra trick. As dummy has no re-entry, West does not cover and thus declarant can now make only one more club trick instead of two more. East is not likely to have the 2 spot, as echoing to show out is unnecessary when it would be obvious on the second round anyway.

Trick 6.—West of course does not need to keep diamonds as his partner has indicated strength in the suit by his discard of the 8.

Remarks.—If West covers at trick 5, declarant will go game.

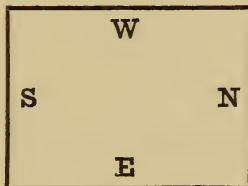
**PREVENTING DECLARANT MAKING A SUIT
IN DUMMY**

The score is love all. South deals

♠ 9 8 2
 ♥ Q 10 6
 ♣ Q 10 8 *4
 ♦ Q 5 4

GROUP IV
No. 86

♠ A K Q J 4
 ♥ A 7 3
 ♣ A J 2
 ♦ 10 3



♠ 7 3
 ♥ J 4 2
 ♣ K 9 7 6 3
 ♦ J 9 2

♠ 10 6 5
 ♥ K 9 8 5
 ♣ 5
 ♦ A K 8 7 6

Round	Dealer	West	North	East
1	three spades	no	no	no

Trick	West	North	East	South
1	4 ♣	3 ♣	5 ♣	A ♣
2	2 ♠	3 ♠	5 ♠	A ♠
3	8 ♠	7 ♠	6 ♠	K ♠
4	9 ♠	2 ♦	10 ♠	Q ♠
5	8 ♣	6 ♣	8 ♦	J ♣
6	4 ♦	9 ♦	5 ♥	J ♦
7	5 ♦	J ♦	6 ♦	4 ♠
8	10 ♣	K ♣	7 ♦	2 ♣
9	6 ♥	2 ♥	8 ♥	A ♥
10	Q ♥	4 ♥	9 ♥	3 ♥
11	Q ♣	7 ♣	A ♦	7 ♥
12	Q ♦	9 ♣	K ♦	3 ♦
13	10 ♥	J ♥	K ♥	10 ♦

North and South win three odd tricks

COMMENTS ON HAND NO. 87.

Trick 1.—As East's club bid indicated weakness, West does not like to open the King high spade suit, and the club or diamond opening would be even worse.

Trick 7.—West realizes if he returns clubs, another heart lead by declarant (he being marked with the 3 spot) will establish the suit in dummy while latter still has a re-entry in the Ace of spades. His only chance to save game is to find the Queen of spades with partner, and hence he leads 10 of spades to prevent dummy's Jack making in case partner has the Queen.

Remarks.—If West leads a club at trick 7, declarant will make four odd, and if he leads a low spade, declarant will make three odd or game.

**PREVENTING DECLARANT MAKING A SUIT
IN DUMMY**

N and S 10, E and W 0 on first game. West deals

♠ K 10 8 3 2

♥ *K Q 8

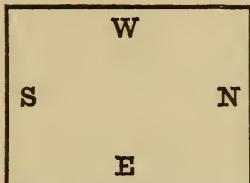
♣ A 7

♦ J 5 3

GROUP IV

No. 87

♠ 9 5
♥ A 10 3
♣ K Q 3
♦ A Q 9 8 2



♠ A J 7
♥ 9 7 6 4 2
♣ 8 6 4
♦ K 7

♠ Q 6 4
♥ J 5
♣ J 10 9 5 2
♦ 10 6 4

Round	Dealer	North	East	South
1	one no-trump	no	two clubs	two diamonds
2	two spades	three diamonds	no	no
3	no			

Trick	West	North	East	South
1	K ♥	2 ♥	5 ♥	A ♥
2	3 ♦	K ♦	4 ♦	2 ♦
3	5 ♦	7 ♦	6 ♦	Q ♦
4	J ♦	4 ♣	10 ♦	A ♦
5	8 ♥	4 ♥	J ♥	10 ♥
6	A ♣	6 ♣	J ♣	Q ♣
7	10 ♠	J ♠	Q ♠	5 ♠
8	K ♠	A ♠	6 ♠	9 ♠
9	Q ♥	6 ♥	4 ♠	3 ♥
10	8 ♠	7 ♠	2 ♣	8 ♦
11	2 ♠	7 ♥	5 ♣	9 ♦
12	7 ♣	8 ♣	9 ♣	K ♣
13	3 ♠	9 ♥	10 ♣	3 ♣

North and South are set one trick

COMMENTS ON HAND NO. 88

Trick 1.—South can count eight tricks only, as adversaries having Ace of clubs can make four spade tricks. His only chance for game is that, while making the diamond suit, the adversary holding five spades may discard one in order to protect hearts.

Trick 6.—West reasons his partner has both King and 5 of spades as the latter card is missing, so that the discard of the 9 indicates four in the suit. Declarant cannot be false-carding, as East with the 9 spot only or King 9 would have discarded either a heart or the King of spades. So West does not discard a spade.

Trick 7.—East must have Ace of clubs and three hearts, or Ace King of clubs and two hearts. If his hearts were only 9 high he would have discarded one. Hence West concludes partner must have either Ace or King of hearts, and so discards a heart in order to hold all his spades. At any rate game cannot be saved unless he has Ace or King.

DISCARDING

The score is love all. South deals

♠ J 10 6 *4 2

♥ Q J 8

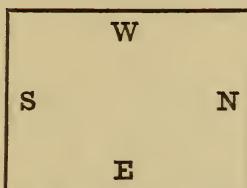
♣ 6 3 2

♦ 9 3

GROUP V

No. 88

♠ A 8 7
♥ A 7 6 5
♣ K 7 4
♦ A Q 2



♠ 3
♥ 10 4 2
♣ Q 9 5
♦ K J 10 7 6 5

♠ K Q 9 5
♥ K 9 3
♣ A J 10 8
♦ 8 4

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♠	3 ♠	Q ♠	A ♠
2	3 ♦	5 ♦	4 ♦	A ♦
3	9 ♦	6 ♦	8 ♦	Q ♦
4	2 ♣	7 ♦	J ♣	2 ♦
5	3 ♣	K ♦	8 ♣	7 ♠
6	6 ♣	J ♦	9 ♠	8 ♠
7	8 ♥	10 ♦	10 ♣	5 ♥
8	J ♥	5 ♣	A ♣	4 ♣
9	2 ♠	2 ♥	K ♠	6 ♥
10	6 ♠	4 ♥	5 ♠	7 ♥
11	J ♠	10 ♥	3 ♥	7 ♣
12	10 ♠	9 ♣	9 ♥	K ♣
13	Q ♥	Q ♣	K ♥	A ♥

North and South win two odd tricks

COMMENTS ON HAND NO. 89

Trick 1.—West's best opening lead is a question. With a major and minor suit of equal length and the same high card strength, the major suit is the better opening against a no-trump. West chose the diamond suit opening as the two high cards are in sequence while the spade suit has a potential major tenace.

Trick 5.—West discards the 7 of spades to show strength in the suit.

Trick 6.—West now realizes he will have to make two more discards and prefers to discard one of his winning diamonds rather than to blank his Ace of spades by discarding two more spades, and thus eventually have to lead away from his Queen of hearts, probably, especially as partner denies heart strength and may have King of spades.

Trick 7.—West concludes as his partner is discarding hearts and only held two diamonds and two clubs that he probably holds four or five spades, and if he happens to have four to the King 10 or five to the King the discard of the 3 of spades would block the suit, preventing partner making the suit by finessing to capture the Queen in dummy. Therefore, West discards the Jack of spades instead of the trey as the play can hardly lose and may gain.

Trick 9.—Declarant now knows West holds both Queen and 9 of hearts as otherwise he must have held five spades and so would have opened the suit originally, probably. He also now has two spades left, which are either Ace 10 or King 10 as he discarded the 7 and Jack, and cannot have both Ace King or the suit would have been opened. Hence, declarant now leads a low spade from dummy so West will then eventually have to lead up to declarant's Ace Jack of hearts, as East cannot win second round of spades without enabling dummy to make the Queen.

Remarks.—Although declarant never makes his Ace of hearts and did not reason at trick 9 that West might hold a small spade, his play would seem to be the best chance for the two tricks needed in order to go game.

DISCARDING

The score is love all. South deals

♠ A J 7 3

♥ Q 9 5

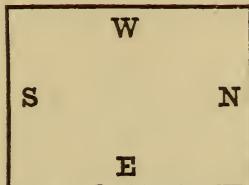
♣ 9 5

♦ K Q 8 * 4

GROUP V

No. 89

♠ 8
♥ A J 8 2
♣ K Q 8 6 3
♦ A 3 2



♠ Q 4 2
♥ K 4
♣ J 10 7 2
♦ J 10 6 5

♠ K 10 9 6 5
♥ 10 7 6 3
♣ A 4
♦ 9 7

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♦	10 ♦	7 ♦	2 ♦
2	5 ♣	— J ♣	4 ♣	3 ♣
3	9 ♣	7 ♣	— A ♣	6 ♣
4	8 ♦	5 ♦	9 ♦	— A ♦
5	7 ♠	2 ♠	3 ♥	— K ♠
6	K ♦	10 ♣	6 ♥	— Q ♣
7	J ♠	6 ♦	7 ♥	— 8 ♣
8	5 ♥	K ♥	10 ♥	2 ♥
9	A ♠	2 ♠	9 ♠	8 ♠
10	— Q ♦	J ♦	6 ♠	3 ♦
11	3 ♠	4 ♠	5 ♠	8 ♥
12	9 ♥	Q ♠	K ♠	J ♥
13	Q ♥	4 ♥	10 ♠	A ♥

North and South win the odd trick

COMMENTS ON HAND NO. 90

Trick 5.—East needs another trick to save game. If he discards the diamond and partner only held four spades originally, he will then not know whether to lead a heart or a club. East therefore discards his lowest heart to direct a club lead and also to conceal his diamond weakness. Although the heart discard may lose a trick, as declarant should have the two other Aces, there is probably no chance to save game if declarant can take three heart tricks by a finesse of Ace Jack (unless partner held five spades).

Tricks 9 and 10.—East now has to make two more discards. His only chance is to trust partner has the Jack of hearts and hence he must keep a guard to the Queen of hearts in case partner has said Jack. He therefore discards one club and one heart.

Trick 12.—West of course should not cover declarant's lead of the 10 of hearts.

Remarks.—If East does not discard a heart at trick 5, West would guess the heart lead through dummy's King, which would have enabled declarant to go game.

DISCARDING

The score is love all. South deals

♠ A Q 10 9

♥ J 6 2

♣ J 6 2

♦ J 8 7

GROUP V

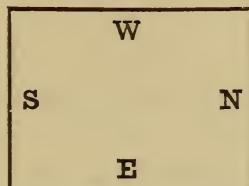
No. 90

♠ J 7 6 4

♥ A 10 5

♣ A 9 7

♦ Q 6 2



♠ K 5

♥ K 9 3

♣ 10 8 5

♦ A 10 9 4 3

♠ 8 3 2

♥ Q 8 7 4

♣ K Q 4 3

♦ K 5

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	10 ♠	5 ♠	2 ♠	<u>J ♠</u>
2	7 ♦	3 ♦	<u>K ♦</u>	<u>Q ♦</u>
3	<u>A ♠</u>	K ♠	8 ♠	4 ♠
4	<u>Q ♠</u>	5 ♣	3 ♠	6 ♠
5	<u>9 ♠</u>	8 ♣	4 ♥	7 ♠
6	<u>J ♣</u>	10 ♣	4 ♣	<u>A ♣</u>
7	<u>8 ♦</u>	<u>9 ♦</u>	5 ♦	2 ♦
8	<u>J ♦</u>	<u>A ♦</u>	3 ♣	6 ♦
9	6 ♣	<u>10 ♦</u>	K ♣	7 ♣
10	2 ♣	<u>4 ♦</u>	7 ♥	9 ♣
11	<u>2 ♥</u>	3 ♥	8 ♥	<u>A ♥</u>
12	<u>6 ♥</u>	<u>K ♥</u>	Q ♥	<u>10 ♥</u>
13	<u>J ♥</u>	9 ♥	Q ♣	5 ♥

North and South win two odd tricks

COMMENTS ON HAND NO. 91

Trick 1.—If East plays Ace and returns the trump, declarant will exhaust trumps and may then be able to make dummy's club suit. If East leads the heart instead, dummy can ruff the second round and as declarant's initial diamond bid indicates he holds a re-entry he can probably get in, and the result is the same, presumably. East therefore refuses to play Ace of trumps, as on second round he will be in the lead and partner may then be able to make heart tricks.

Trick 6.—A possible heart ruff by partner now suggests itself although the fall of cards indicates he has the 5, but as he played the 9 of diamonds on first round of trumps, he can have no trumps left. Hence West now leads a spade.

Remarks.—If East at trick 1 does not hold up Ace of diamonds, opponents take eleven tricks or game.

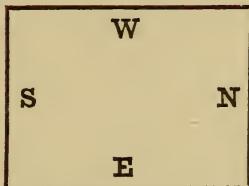
INFERENCE. HOLDING UP

The score is love all. South deals

♠ K J 3
♥ A Q J 3
♣ K 7 2
♦ 10 4 3

GROUP VI
No. 91

♠ A
♥ K 8 4 2
♣ J 3
♦ K Q 8 7 6 5



♠ 9 8 7 5 2
♥ 7
♣ A Q 10 8 5
♦ J 2

♠ Q 10 6 4
♥ 10 9 6 5
♣ 9 6 4
♦ A 9

Round	Dealer	West	North	East
1	one diamond	one heart	two diamonds	two hearts
2	three diamonds	no	no	no

Trick	West	North	East	South
1	10 ♦	J ♦	9 ♦	5 ♦
2	4 ♦	2 ♦	A ♦	6 ♦
3	3 ♥	7 ♥	10 ♥	2 ♥
4	J ♥	2 ♠	9 ♥	4 ♥
5	A ♥	5 ♠	6 ♥	8 ♥
6	3 ♠	7 ♠	Q ♠	A ♠
7	3 ♦	8 ♠	5 ♥	K ♦
8	Q ♥	5 ♣	4 ♠	K ♥
9	K ♠	8 ♣	6 ♠	Q ♦
10	2 ♣	10 ♣	4 ♣	8 ♦
11	7 ♣	Q ♣	6 ♣	J ♣
12	K ♣	A ♣	9 ♣	3 ♣
13	J ♠	9 ♠	10 ♠	7 ♦

North and South win three odd tricks

COMMENTS ON HAND NO. 92

Trick 1.—As declarant bid spades and his partner diamonds, West reasons the chances are partner's suit is hearts and so leads the supporting 10 of hearts, especially as he may never be in the lead again.

Trick 5.—East reasons that if partner's heart opening was from a long suit, he held originally King 10 9 8 and so must have held three diamonds originally, as with less he must have held four or more clubs, and hence would have led a club at trick 1 instead of leading away from a guarded King against a trump declaration. Therefore, if West's heart opening was from a long suit, declarant's 6 of diamonds is a singleton and he also has no more hearts; if, however, partner's lead was from a short suit, dummy's Queen of hearts is a re-entry, so in either case it is no use to hold up the Ace of diamonds until second round.

Trick 6.—If declarant is out of hearts, East is now sure of saving game by a heart lead, as declarant will either have to allow the King of hearts to make or lead clubs twice up to Ace King 10. But if partner's opening was from a short suit and East now leads a heart, he will never make a club trick. Hence East should now lead King of clubs and then decide whether to run with the club suit.

Trick 7.—Partner's play of the 6 of clubs encourages East to continue clubs. If partner, though, had played a card which must be his lowest club, East should shift to a heart lead, as declarant must then have held five clubs to the Queen or Queen Jack and will have to lead clubs up to King 10. As West can have no trumps, his club echo now does not, of course, mean he has no more clubs.

Remarks.—If East does not play Ace of diamonds on first round, he loses four tricks as opponents can then make a slam. Declarant can go game by leading a diamond at trick 2; but he feared the opening lead was a singleton, and hoped the Ace of diamonds would be held up on the first round.

INFERENCE. NOT HOLDING UP

The score is love all on rubber game. South deals

♠ 10 7 2

♥ 10 8

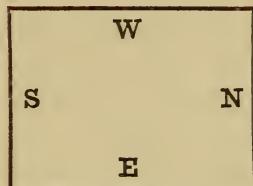
♣ Q 9 6 5 2

♦ 9 8 5

GROUP VI

No. 92

♠ A K Q 8 4 3
♥ K 9 4
♣ J 7 3
♦ 6



♠ 6
♥ A Q 5 2
♣ 8 4
♦ K Q J 10 4 3

♠ J 9 5
♥ J 7 6 3
♣ A K 10
♦ A 7 2

Round	Dealer	West	North	East
1	one spade	no	two diamonds	no
2	two spades	no	no	no

Trick	West	North	East	South
1	10 ♥	A ♥	3 ♥	4 ♥
2	2 ♠	6 ♠	5 ♠	Q ♠
3	7 ♠	4 ♣	9 ♠	K ♠
4	10 ♠	8 ♣	J ♠	A ♠
5	5 ♦	10 ♦	A ♦	6 ♦
6	6 ♣	2 ♥	K ♣	3 ♣
7	5 ♣	3 ♦	A ♣	J ♣
8	Q ♣	4 ♦	10 ♣	7 ♣
9	8 ♥	5 ♥	6 ♥	9 ♥

North and South win three odd tricks

COMMENTS ON HAND NO. 93

Trick 3.—Although East had expected and wanted a spade opening, it is obvious partner's spade holding precludes the inference that he led hearts because he desires a spade lead through declarant, as latter must have the Ace of spades in order to hold a no-trumper. He (West) therefore must have a heart suit also, probably holding two suits of at least five cards each, and did not lead spades as opponents were not expecting a heart opening, and also because they probably had the suit twice stopped as partner did not support the bid. While leading a spade will probably save game, if partner held six originally; if he held five, the lead would enable declarant to go game, since he can then make two spade and four diamond tricks, and dummy's two Aces. Hence it is safer to return the heart, especially as the spade discard at trick 2 denies that he wishes the spade suit led.

Trick 4.—As game cannot be saved if declarant has both Ace and King of spades, West discards another spade though realizing the discard may cost a trick.

Trick 6.—As West's spade suit cannot be better than Jack high, East concludes he must have a re-entry in the club suit, especially after the discard of the 8 of clubs.

Remarks.—Declarant at trick 1 should have played dummy's Ace of hearts to avoid the risk of a spade lead by East, in case latter happened to have King of hearts.

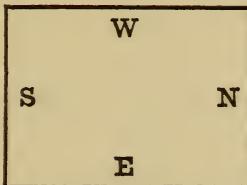
INFERENCE. CHOOSING THE RIGHT SUIT

The score is love all. South deals

♠ J 10 9 8 3
 ♥ K 10 9 4 2
 ♣ K J 8
 ♦ —

GROUP VI
 No. 93

♠ A 5
 ♥ Q J 8
 ♣ Q 10 9 6
 ♦ K 8 5 3



♠ Q 4
 ♥ A 5 3
 ♣ A 4
 ♦ Q 10 7 6 4 2

♠ K 7 6 2
 ♥ 7 6
 ♣ 7 5 3 2
 ♦ A J 9

Round	Dealer	West	North	East
1	one no-trump	two spades	two no-trumps	no
2	no	no		

Trick	West	North	East	South
1	10 ♥	3 ♥	6 ♥	J ♥
2	3 ♠	Q ♦	A ♦	3 ♦
3	9 ♥	A ♥	7 ♥	8 ♥
4	8 ♠	2 ♦	9 ♦	K ♦
5	8 ♣	4 ♦	J ♦	8 ♦
6	J ♣	A ♣	7 ♣	9 ♣
7	2 ♥	10 ♦	3 ♣	5 ♦
8	9 ♠	7 ♦	5 ♣	Q ♥
9	10 ♠	6 ♦	2 ♣	6 ♣
10	J ♠	4 ♠	2 ♠	A ♠
11	4 ♥	Q ♠	K ♠	5 ♠
12	K ♥	5 ♥	7 ♠	10 ♣
13	K ♣	4 ♣	6 ♠	Q ♣

North and South win two odd tricks

COMMENTS ON HAND NO. 94

Trick 3.—East does not return partner's suit as latter only held four, opponents may still have the suit twice stopped, and dummy is weak in spades.

Trick 6.—West concludes from the way declarant plays the heart suit that partner probably has the Queen and deuce, that is, with Ace Queen and small it does not seem probable he would lead small and then lead the Ace. Hence West plays the King of hearts so that partner will have a re-entry for his two established spades. While the play of King may cost a trick, it may save two tricks unless partner has a re-entry in the diamond suit.

Remarks.—Although at trick 2, opponents only had the club suit once stopped, if East at trick 3 returns the club or West does not play King of hearts at trick 6, opponents can then go game.

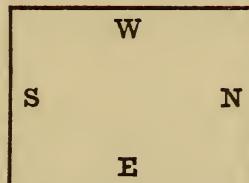
INFERENCE. MAKING A RE-ENTRY

The score is love all. South deals

♠ Q 10
 ♥ K 7 5
 ♣ K J 8 *3
 ♦ 9 8 5 3

GROUP VI
No. 94

♠ A 7 3
 ♥ A 8 4
 ♣ Q 9 4
 ♦ A K J 2



♠ 9 6 5
 ♥ 10 9 6 3
 ♣ A 7 6 2
 ♦ Q 4

♠ K J 8 4 2
 ♥ Q J 2
 ♣ 10 5
 ♦ 10 7 6

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	3 ♣	2 ♣	10 ♣	Q ♣
2	5 ♥	9 ♥	J ♥	4 ♥
3	10 ♠	5 ♠	4 ♠	3 ♠
4	Q ♠	6 ♠	K ♠	7 ♠
5	3 ♦	9 ♠	2 ♠	A ♠
6	K ♥	3 ♥	2 ♥	A ♥
7	5 ♦	Q ♦	6 ♦	2 ♦
8	8 ♦	4 ♦	7 ♦	J ♦
9	9 ♦	6 ♣	10 ♦	A ♦
10	8 ♣	7 ♣	5 ♣	K ♦
11	J ♣	A ♣	8 ♠	4 ♣
12	7 ♥	6 ♥	Q ♥	8 ♥
13	K ♣	10 ♥	J ♠	9 ♣

North and South win two odd tricks

COMMENTS ON HAND NO. 95

Bidding.—East after the informative double of partner's one no-trump should have made a "rescue" by bidding two diamonds, and South should have bid two no-trumps instead of two clubs.

Trick 3.—West knows that declarant cannot get in the lead except in the spade suit or on third round of trumps, but in the latter case dummy cannot ruff another diamond. The lead of King of spades from dummy would seem to indicate declarant is trying to make a re-entry in his hand, and expects the Ace of spades will be played. Hence West holds up the Ace.

Remarks.—This is the same deal as Hand No. 30, but in the actual play the club was the declaration and declarant made five odd, or game, with four trumps in a minor suit against a hand containing an Ace suit, an Ace-Queen suit, and a King-Queen suit. West to save game must hold up the Ace of spades at trick 3, or else (if he wins the trick) lead either a low heart or two rounds of hearts, so that dummy will not have a re-entry for his thirteenth spade.

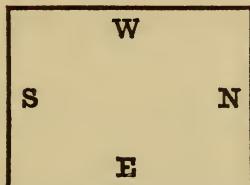
INFERENCE. PREVENTING DECLARANT HAVING AN EXTRA RE-ENTRY

The score is love all. West deals

♠ A 10 4
 ♥ A Q 9 3
 ♣ Q 3
 ♦ *K Q 9 7

GROUP VI
No. 95

♠ Q J 6
 ♥ 10 8 5
 ♣ J 10 6 5
 ♦ A 8 4



♠ K 7 5 3
 ♥ K 6 4 2
 ♣ A K 8 4
 ♦ 3

♠ 9 8 2
 ♥ J 7
 ♣ 9 7 2
 ♦ J 10 6 5 2

Round	Dealer	North	East	South
1	one no-trump	double	no	two clubs
2	no	no	no	

Trick	West	North	East	South
1	K ♦	3 ♦	6 ♦	A ♦
2	7 ♦	4 ♣	10 ♦	4 ♦
3	4 ♠	K ♠	2 ♠	6 ♠
4	A ♠	5 ♠	8 ♠	J ♠
5	3 ♣	K ♣	2 ♣	5 ♣
6	Q ♣	A ♣	7 ♣	6 ♣
7	10 ♠	7 ♠	9 ♠	Q ♠
8	9 ♦	8 ♣	5 ♦	8 ♦
9	3 ♥	3 ♠	9 ♣	10 ♣
10	9 ♥	K ♥	7 ♥	5 ♥
11	Q ♥	2 ♥	J ♥	8 ♥
12	A ♥	4 ♥	2 ♦	10 ♥
13	Q ♦	6 ♥	J ♦	J ♣

North and South win four odd tricks

COMMENTS ON HAND NO. 96

Trick 7.—If West stops to count declarant's hand, he will realize, although holding a double minor tenace in trumps, that a trump lead is now the only play that will save game. Declarant must have held originally five spades, five clubs, two diamonds, and one heart. He cannot have held three diamonds as partner must then have held seven hearts with four honors and so would have bid. Also the fall on the two rounds of diamonds tends to indicate that South now has no more diamonds. Hence either a heart or diamond lead will enable declarant to ruff a diamond and also second round of hearts, dummy getting in by a club ruff, and West's last three cards will be Queen 10 8 of trumps, so that at trick 11 he will have to ruff declarant's lead of the thirteenth club and lose the last two tricks. Therefore West leads a trump up to declarant's double major tenace of King Jack 9 and thus must make King of clubs and one trump trick eventually.

Remarks.—Declarant should perhaps have dummy lead the trump at trick 4, but in the actual play the club was led.

COUNTING

The score is love all. South deals

♠ Q 10 8 3

♥ 7 5

♣ K 10 5 2

♦ *Q J 5

GROUP VI

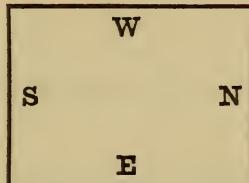
No. 96

♠ K J 9 6 2

♥ K

♣ A J 8 6 4

♦ 7 3



♠ A 7

♥ A 6 4 2

♣ 9 7 3

♦ A K 4 2

♠ 5 4

♥ Q J 10 9 8 3

♣ Q

♦ 10 9 8 6

Round	Dealer	West	North	East
1	one spade	no	no	no

Trick	West	North	East	South
1	Q ♦	K ♦	8 ♦	3 ♦
2	2 ♣	3 ♣	Q ♣	A ♣
3	3 ♠	A ♠	4 ♠	2 ♠
4	5 ♣	9 ♣	5 ♠	4 ♣
5	5 ♦	A ♦	10 ♦	7 ♦
6	10 ♣	7 ♣	3 ♥	6 ♣
7	8 ♠	7 ♠	Q ♥	9 ♠
8	K ♣	2 ♦	6 ♦	J ♣
9	J ♦	4 ♦	9 ♦	6 ♠

North and South win three odd tricks

COMMENTS ON HAND NO. 97

Trick 1.—West reasons his partner must have held six diamonds, as with five he would not have shown the suit as he later supported the club bid, and hence probably holds either Ace of clubs or four small.

Trick 2.—As declarant went as high as three spades and dummy has four, declarant cannot possibly mind a force. Although dummy has no suit that is likely to enable declarant to get any club discards, West concludes a club lead is not likely to cost a trick and might result in a ruff being obtained. As he holds King Jack 9 of clubs, he leads the Jack through dummy's Queen. East plays Ace of clubs in order to obtain a ruff.

Remarks.—This is the same deal as Hand No. 16, in which forcing declarant enabled him to prevent adversaries obtaining a club ruff. If East does not play Ace of clubs at trick 2, the result is the same, provided West continues the club.

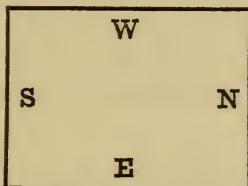
UNDESIGNATED DEAL

The score is love all. West deals

♠ 5 3
 ♥ 8 7
 ♣ K J 9 8 5
 ♦ *A J 5 3

GROUP Z
No. 97

♠ A K Q 9 6
 ♥ A Q J 4
 ♣ 10 4 2
 ♦ 7



♠ J 10 8 7
 ♥ 10 9 6 2
 ♣ Q 7 6
 ♦ 9 4

♠ 4 2
 ♥ K 5 3
 ♣ A 3
 ♦ K Q 10 8 6 2

Round	Dealer	North	East	South
1	one club	no	one diamond	one spade
2	no	no	two clubs	two spades
3	three	no	no	three spades
4	diamonds	no	no	
	no	no	no	

Trick	West	North	East	South
1	A ♦	4 ♦	2 ♦	7 ♦
2	J ♣	6 ♣	A ♣	2 ♣
3	K ♣	7 ♣	3 ♣	4 ♣
4	5 ♣	Q ♣	2 ♠	10 ♣
5	5 ♦	9 ♦	K ♦	Q ♠

North and South win three odd tricks

COMMENTS ON HAND NO. 98

Trick 1.—East notes that declarant must have Queen of spades also, as partner cannot have Queen Jack 10.

Trick 2.—As declarant has another diamond, East does not hold up the King, as the suit must make, since dummy has a re-entry.

Trick 3. — Opponents having partner's suit twice stopped, East decides to abandon the suit. If declarant has both Ace and Queen of hearts and takes the heart finesse, he must make two heart, two spade and four diamond tricks, or game counting the spade trick already made. But to save game by leading the club suit would mean, not only that declarant cannot take a club trick but that partner holds more than three clubs. As it is more probable partner holds more hearts than clubs, East concludes his best chance is to lead King of hearts, trusting partner has either Ace or Queen.

Remarks.—The hand belongs in Group III. If the Ace and King of clubs are interchanged, declarant would still have a strong no-trumper, and East would then have saved game, although he did save two tricks by leading hearts at trick 3. In the original deal, West held four hearts to the Ace 10 with two small clubs and declarer three hearts to the Queen together with Ace King Queen Jack of clubs, so that East's shift to the heart suit saved game. The changes in the hand were made to avoid any possible implication that a justifiable shift to another suit will always save game.

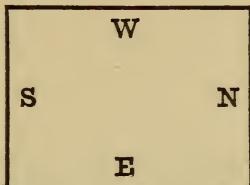
UNDESIGNATED DEAL

The score is love all. South deals

♠ J 10 7 4 2
 ♥ Q 10 7 3
 ♣ K 3
 ♦ 6 4

GROUP Z
No. 98

♠ A Q 6
 ♥ A 6 5
 ♣ A Q J 10
 ♦ J 10 2



♠ K 9 3
 ♥ 9 8 2
 ♣ 8 5
 ♦ A Q 9 8 3

♠ 8 5
 ♥ K J 4
 ♣ 9 7 6 4 2
 ♦ K 7 5

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♠	3 ♠	8 ♠	A ♠
2	4 ♦	3 ♦	K ♦	J ♦
3	7 ♥	2 ♥	K ♥	A ♥
4	6 ♦	Q ♦	5 ♦	10 ♦
5	2 ♠	A ♦	7 ♦	2 ♦
6	7 ♠	9 ♦	5 ♠	5 ♥
7	10 ♠	8 ♦	2 ♣	6 ♥
8	J ♠	9 ♠	4 ♣	Q ♠
9	3 ♥	K ♠	6 ♣	6 ♠
10	3 ♣	5 ♣	7 ♣	A ♣
11	K ♣	8 ♣	9 ♣	Q ♣
12	Q ♥	8 ♥	4 ♥	10 ♣
13	10 ♥	9 ♥	J ♥	J ♣

North and South win three odd tricks

COMMENTS ON HAND NO. 99

Trick 5.—East reasons as partner opened a four-card suit, declarant must have held four hearts originally also, with at least two honors, probably, and so is as strong in the suit if not stronger. It is clear the hand belongs in Group III, as he should abandon partner's suit and open his own suit.

Remarks.—The hand plays itself, but if East returns his partner's suit, the latter on winning will naturally not open clubs and so will have to lead a spade. Declarant will then make four odd instead of being set one trick, or three odd if West makes the Vienna coup by discarding his Ace of clubs, so as not to have to lead away from his minor tenace in hearts.

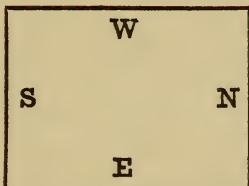
UNDESIGNATED DEAL

The score is love all. South deals

♠ J 9 5
 ♥ A J 8 4
 ♣ A Q 3
 ♦ 9 6 2

GROUP Z
No. 99

♠ A K 7 3
 ♥ K Q 10 9
 ♣ J 5
 ♦ K 10 4



♠ Q 8 6 2
 ♥ 6 3
 ♣ 9 8 2
 ♦ Q J 5 3

♠ 10 4
 ♥ 7 5 2
 ♣ K 10 7 6 4
 ♦ A 8 7

Round	Dealer	West	North	East
1	one no-trump	no	no	no

Trick	West	North	East	South
1	4 ♥	3 ♥	2 ♥	9 ♥
2	2 ♦	3 ♦	7 ♦	K ♦
3	6 ♦	5 ♦	8 ♦	10 ♦
4	9 ♦	J ♦	A ♦	4 ♦
5	Q ♣	2 ♣	6 ♣	5 ♣
6	A ♣	8 ♣	4 ♣	J ♣
7	3 ♣	9 ♣	10 ♣	3 ♠
8	5 ♠	6 ♥	K ♠	10 ♥
9	9 ♠	2 ♠	7 ♠	K ♠
10	A ♥	6 ♠	7 ♥	Q ♥
11	J ♠	8 ♠	4 ♠	A ♠
12	8 ♥	Q ♦	5 ♥	K ♥
13	J ♥	Q ♠	10 ♠	7 ♠

North and South are set one trick

COMMENTS ON HAND NO. 100

Trick 4.—Declarant is marked with the deuce of diamonds and East hopes it is the only one he has left. He refuses to take the Jack as declarant will then probably place the Queen with West and finesse dummy's 10 on second round. Then if he has no more diamonds, he can never make dummy's suit as East holds King 8 of spades over dummy's Queen 7. While holding up the Queen will lose a trick if declarant does not again finesse, it is worth trying on the chance of saving game.

Trick 5.—South is in doubt whether to finesse the diamond again, as it is possible that East held up the Queen on the first round, and if so, he may never make another diamond trick. If the adverse diamonds are evenly distributed, the suit is already established without taking the finesse, while if West held more than three diamonds to the Queen originally, he would have, or should have, covered declarant's lead of the Jack. South has eight sure tricks in sight (that is, counting the tricks already made) and has to weigh the possibility of West's making an error in not covering, against the possibility that East is holding up expecting a second finesse. Hence he decides not to take the second finesse.

Trick 8.—As West now has not more than one heart unless East has blanked his King, and cannot discard a club, declarant discards another spade as he can then make West lead spades eventually.

Remarks.—At the time this deal occurred, declarant at trick 5 made the second finesse and thus only made two odd. If East at trick 4 plays his low diamond naturally and without hesitation, the chances are, holding up the Queen will succeed against many opponents.

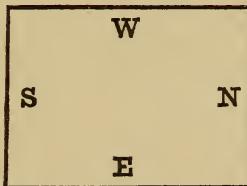
UNDESIGNATED DEAL

The score is love all. North deals

♠ J 9 2
 ♥ J 7 3
 ♣ J 10 9 5
 ♦ 9 7 6

GROUP Z
 No. 100

♠ A 10 4 3
 ♥ A Q 5
 ♣ Q 8 6 2
 ♦ J 2



♠ Q 7 6
 ♥ 9 8 2
 ♣ A 4
 ♦ A K 10 5 3

♠ K 8 5
 ♥ K 10 6 4
 ♣ K 7 3
 ♦ Q 8 4

Round	Dealer	East	South	West
1	one diamond	no	one no-trump	no
2	no	no		

Trick	West	North	East	South
1	J ♣	4 ♣	K ♣	2 ♣
2	5 ♣	A ♣	7 ♣	6 ♣
3	3 ♥	2 ♥	4 ♥	Q ♥
4	6 ♦	3 ♦	4 ♦	J ♦
5	7 ♦	K ♦	8 ♦	2 ♦
6	9 ♦	A ♦	Q ♦	5 ♥
7	7 ♥	10 ♦	3 ♣	3 ♠
8	J ♥	5 ♦	6 ♥	4 ♠
9	2 ♠	8 ♥	10 ♥	A ♥
10	9 ♣	9 ♥	5 ♠	Q ♣
11	10 ♣	6 ♠	K ♥	8 ♣
12	J ♠	Q ♠	K ♠	A ♠
13	9 ♠	7 ♠	8 ♠	10 ♠

North and South win five odd tricks

THE LAWS OF AUCTION

PREFACE TO LAWS

In July, 1920, The Whist Club of New York adopted and copyrighted a code of Auction Laws which it directed should become effective September first, 1920, and authorized an official Preface and Index. Due to the courtesy of the Club the full text of the Laws follows, but the official Preface and Index are omitted by permission.

The character of the game of Auction is such that it is impossible to draft a code of laws that would furnish protection against the tactics of the card sharp, intentional revoke, or any other form of crooked play. In bidding, for example, a player could give valuable information by attaching different meanings to the expressions, "One Spade", and "A Spade". For players who intentionally revoke or are dishonest in other ways no penalty that the laws could prescribe would be effective, and ostracism is the proper remedy.

The most noticeable change made by the code of 1920 is placing the revoke penalty at 50 points or 2 tricks, as the case may be. While the revoke penalty may not be severe enough in the rare cases wherein the revoke benefits its maker; since the revoke is not intentional but due to carelessness and in most cases does not benefit the maker, the new penalty more nearly fits the offence.

The original laws held that the pair winning two games are the rubber winners, even though having a lower score, thus giving rise to the expression "Winning a losing rubber". This was changed in 1915, but due to some opposition the Whist Club in 1917 reversed its decision. Now the common sense view that the winners of the rubber are the partners who come out ahead, regardless of which side happens to win two games, is realized, and the original change made by the Whist Club is reinstated.

All Auction players are urged to comply rigidly with the requirements of all laws and to exact all penalties. It is clear that it is in the interest of the game to have penalties, but to enforce some and not others is apt to cause more or less feeling. It is a curious fact that most players do not hesitate to enforce the severe penalty for a revoke, which as a rule does no harm, yet refrain from claiming the penalty allowed for looking at a trick after it has been quitted. In the latter case the player

obtains improper knowledge of the cards by unfair methods, and the penalty for said offence is anything but too severe.

To look at one's cards during the deal is an unfortunate habit, as it frequently results in exposed cards and so forth, necessitating a new deal.

For declarer to touch one card in dummy and then play some other card is exceedingly annoying and is an offence too frequently overlooked.

Players, therefore, are again urged to respect all laws and claim all penalties, especially those provided in Laws 26 (d), 53 and 61 (e).

E. E. D.

THE LAWS OF AUCTION

HOW PLAYED

1. The game of Auction is played by four players, two against two playing as partners. Two partners constitute a side.

CARDS

2. Two packs¹ of cards having different backs are used. A correct pack contains four suits of thirteen cards each; one card of each denomination to a suit. A pack becomes imperfect when one or more cards are torn, soiled or otherwise so marked that they may be identified from their backs.

RANK OF CARDS

3. In the play, Ace is high, then King, Queen, Jack, Ten, etc.; Deuce being lowest. In drawing cards, Ace is low, then Deuce, Trey, etc.; King being highest.

RANK OF SUITS

4. In the declaration,² Spades are high, Hearts next, Diamonds next and Clubs lowest. In drawing cards, as between cards of equal denomination, Spades are low, Hearts next, Diamonds next, and Clubs highest.

LEAD

5. The player at the left of Declarer leads³ to the first trick⁴ and thereafter the winner of each trick leads to the next.

TRICK

6. After the lead, each player in his turn to the left plays⁵ a card. A trick consists of four cards thus played.

FOLLOWING SUIT

7. A player must follow suit, i. e., must play a card of the suit led if he have one. When leading, or when void of the suit led, he may play any card he holds.⁵

¹ The game may be played with one pack, legal provisions requiring two packs being suspended by consent.

² In the declaration, No Trump ranks above any suit.

³ A player leads or plays by placing one of his cards face upward near the center of the table.

⁴ The first lead of a hand, when legally made, is called the initial lead.

⁵ To "refuse" is to fail to follow suit. To "renounce" (Law 55) is to refuse when able to follow suit. See Law 56 for "revoke."

WINNING THE TRICK

8. A trick is won for his side by the player who, (a) if the trick does not contain a trump,¹ plays the highest card of the suit led; or who (b) plays the highest trump, if the trick contain one or more trumps. A trick once turned and quitted² may not be looked at³ until the end of the hand.

ODD TRICKS

9. Odd tricks are those won by Declarer in excess of six tricks. If Declarer fulfil his contract, his side counts the value of all odd tricks; otherwise nothing is counted in the trick score.

TRICK VALUES

10. Odd tricks count in the trick score as follows:

With Clubs	trumps,	each counts	6	points.
With Diamonds	"	"	7	"
With Hearts	"	"	8	"
With Spades	"	"	9	"
With No Trump	"	"	10	"

Doubling doubles the above values; redoubling multiplies them by four.

HAND

11. A hand⁴ begins with the cut⁵ and ends when the last card is played to the thirteenth trick.

GAME

12. A game is won when one side has a trick score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out⁶ whether or not during it the game be won.

RUBBER

13. (a) A rubber begins with drawing for partners (Law 22) or cutting out (Law 23) and is completed when one side has won two games. The side which has

¹ As a result of the bidding (Law 30), the hand may be played without a trump (i. e., "No Trump") or with one of the four suits as the trump. Any trump is a winner as against any card of a plain (non-trump) suit.

² Footnote to Law 56 (a) defines "quitted."

³ Law 61 (e) prescribes penalty.

⁴ "Hand" is also used to mean the cards held by a player. When so used the sense is obvious. Also used to designate players, as in "second hand," "third hand," etc.

⁵ See Law 25.

⁶ All points won are counted whether or not they are needed to make game.

won two games adds a bonus of 250 points to its honor-score. The side having the greater number of total points¹ wins the rubber.²

(b) When a rubber is started with the agreement that the play shall terminate (i. e., no new hand shall commence) after a specified time, and the rubber is unfinished at that hour; the score is made up as it stands, 125 being added to the honor-score of the winners of a game. A hand if started must be played out.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after such agreement, a player leave before the appointed hour without appointing an acceptable substitute (Law 21-a); the opponents have the right to consult and decide whether the score be canceled or counted as in (b).

HONORS

14. The Ace, King, Queen, Jack and Ten of the trump suit are the honors unless the declaration be No Trump, in which case the four Aces are the honors. Honors count in the honor-score of the side which received them in the deal.

HONOR VALUES

15. Honor values are based on trick values (Law 10). They are not increased by doubling (Law 35) or redoubling (Law 36).

WHEN THERE IS A TRUMP:

3 honors³ between partners have value of 2 tricks.

4 honors between partners have value of 4 tricks

4 honors held by one partner have value of 8 tricks.

5 honors, held 3 by one and 2 by other partner, have value of 5 tricks.

5 honors, held 4 by one and 1 by other partner, have value of 9 tricks.

5 honors held by one partner have value of 10 tricks.

WHEN THERE IS NO TRUMP:

3 aces held between partners count 30 points.

4 " " " " 40 "

4 " held by one partner count 100 "

¹ See Law 17.

² Thus a side may win two games and still lose the rubber.

³ "Simple honors" means 3 honors.

SLAMS

16. A side winning all thirteen tricks¹ scores 100 points for Slam.² A side winning twelve tricks¹ scores 50 points for Little Slam.³ Slam points are added to the honor-score.⁴

SCORING

17. Each side has a trick-score, which includes only points won by odd tricks; and an honor-score for all other points, including bonuses for honors, penalties, slams and undertricks.

At the end of the rubber, the total points of a side are obtained by adding together its trick-score and honor-score.⁵ Subtracting the smaller total from the greater, gives the net points by which the rubber is won and lost.⁶

A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

A proved error in the trick-score may be corrected at any time before the next declaration begins (Law 29) or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

FORMING TABLES

18. A table consists of four, five or six members, of whom four are players. A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played but are not members of an existing table rank next. Candidates of equal standing decide priority by drawing⁷ cards. Low wins.

ENTRY

19. Before the beginning of a rubber⁸ a candidate may enter any incomplete table by announcing his desire to do so and such announcements in the order made entitle candidates to places as vacancies occur. In case there are more candidates than there are vacancies, the provisions of Law 18 apply.

¹ Without counting tricks received as penalty for a revoke.

² Also called Grand Slam.

³ When Declarer's contract is seven and he wins six odd, he counts 50 for Little Slam although his contract fail.

⁴ Slam or Little Slam may be scored by either side.

⁵ The 250 points bonus for winning two games (Law 13-a) is included.

⁶ Law 13 (a) explains who wins a rubber.

⁷ Method of drawing is described in Law 22.

⁸ Law 13 (a) stipulates that the rubber begins when any player draws either for partners or cutting out.

MEMBERS LEAVING TABLE

20. If a member leave a table, he forfeits all his rights at said table unless he leave to make up a table which cannot be formed without him, and, when leaving, announce his intention of returning when his place at the new table can be filled. In such case, if he return, he has prior rights over any who have joined the table in his absence and may displace one of them. When a member¹ leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table.

PLAYERS LEAVING TABLES

21. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence; such appointment becomes void upon return of said player or upon conclusion of the rubber. In any case, the substitute when released regains all his previous rights.

(b) A player who withdraws from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a) fails to return before the end of the rubber, thus breaking up the table; cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

22. A table having been formed, the members draw² cards. He who draws lowest becomes the dealer of the first deal and has choice of packs and seats.³ He who draws second lowest is Dealer's partner and sits opposite him. The third lowest has choice of the two remaining seats; fourth lowest takes the remaining one. The members, if any, who draw higher than fourth lowest, remain members of the table but do not play in the current rubber.

In all cases when drawing cards, should any one show two or more cards, he must draw again.

A player having made choice of packs or seats must abide by his decision.

¹ Should two members make up a new table, both rank ahead of the others.

² One pack is spread face downward on the table and each member draws one card. All draw from the same pack.

³ A player may consult his partner before choosing.

CUTTING OUT

23. If at the end of a rubber a table consist of five or six members, the players who have played the greatest number of consecutive rubbers are the first to lose their places as players (but do not lose their standing as members). The draw (Law 22) decides between claimants of equal standing; low wins.

THE SHUFFLE

24. After drawing for partners, second hand¹ shuffles the pack which Dealer has chosen (Law 22) and third hand² shuffles the still pack³. Thereafter, at the beginning of each deal, third hand shuffles the still pack.⁴ After being shuffled, the still pack is placed between second and third hands where it remains until the next deal.

During the shuffle, the pack must not be held below the table nor so that the face of any card may be seen.

Dealer has the right to shuffle last, but must not shuffle after the cut except as in 25 (b).

The deal must not proceed until the pack has been shuffled as herein provided.

THE CUT

25. (a) Dealer, immediately before the deal, places the pack before his right-hand opponent who lifts off the top portion and places it beside the bottom portion, preferably toward Dealer who then places the bottom portion on top. This constitutes the cut.⁴

(b) If the cut leave fewer than four cards in the top or bottom portion; or if during it any card be faced or displaced; or there be any doubt as to where the pack was divided; or any player shuffle after the cut; there must be a new shuffle and a new cut.⁴

THE DEAL

26. (a) The deal begins after the cut and ends when the last card has been placed in proper order in front of Dealer.

(b) After the first deal, players deal in turn to the

¹ The player on Dealer's left.

² Third hand is Dealer's partner.

³ The "still pack" is the one not being dealt, or used in the play of the hand.

⁴ A player may not cut or shuffle for partner if either opponent object.

left. A player may not deal for his partner if either opponent object.

(c) Dealer gives the first card to the player on his left and so on until all fifty-two cards are dealt, the last one to Dealer.

(d) A player may not look at any of his cards during the deal. Penalty, 25 points in the adverse honor-score.

NEW DEAL (Compulsory)

27. There must be a new deal.¹

(a) If the cards be not dealt into four distinct packets in accordance with Law 26 (c).

(b) If, during the deal, any card be found faced in the pack or be exposed on, above or below the table.

(c) If it be discovered during the hand that more than thirteen cards were dealt to any player.

(d) If, during the hand, one player hold more than the proper number of cards and another less.

(e) If, during the hand, the pack be proved incorrect (Law 2). The pack is not incorrect on account of a missing card or cards if it or they be found in the still pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal. Any player may search anywhere for missing cards, including the still pack and the quitted tricks (face downward). See also Law 56 (e).

NEW DEAL (Optional)²

28. During the deal any player who has not looked at any of his cards may demand a new deal.³

(f) If the deal be out of turn,

(g) If the pack be imperfect (Law 2),

A new deal may be demanded by either of dealer's opponents⁴ who has not looked at any of his cards:

(h) If Dealer omit the cut,

(i) If Dealer deal with wrong pack.

¹ Always by the same dealer, and with the same pack except (e) when a missing card is not found. See Law 62 regarding new cards.

² A new deal may also be demanded under Laws 37 (d), 37 (e) and 54 (i).

³ By the same dealer except as in (f), and with the same pack except as in (g) and (i).

⁴ "Opponent" is always used in the general sense;

"Adversary" is always an opponent of Declarer.

If any player, after looking at a card, make a claim under this law; or, if no claim be made; the deal stands as regular, and the player to the left deals next. In case of a deal with the wrong pack (i), the next dealer may choose either pack for the remainder of the rubber.

THE DECLARATION

29. The declaration¹ begins when the deal ends and ends when all four players pass² (Law 38) their first opportunity to declare³ or, after a bid, (Law 30) when three players in succession have legally passed. The first legal act of the declaration is a bid or pass by the dealer. Thereafter each player in his turn to the left must pass, bid if no bid has been made previously, make a higher bid⁴ if a bid has been made previously, double the last bid made by an opponent or redouble an opponent's double provided no bid has intervened.

BID DEFINED

30. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump; thereby offering to contract that with such suit as trump or with No Trump, the bidder will win at least the specified number of odd tricks.

HIGHER BID DEFINED

31. To make a "higher bid" a player must (a) name a greater number⁵ of odd tricks in a suit or No Trump than the number named in the last previous bid, or (b) name at least an equal number of odd tricks in a suit of higher rank (Law 4) than the suit named in the previous bid.

INSUFFICIENT BID

32. A bid following any previous bid is "insufficient" if it is not "higher" according to Law 31.

When an insufficient bid is made:

(a) The insufficient bidder, if he do so before an opponent has declared or called attention to the insufficiency, may make the bid sufficient by changing the number of odd tricks named, in which case the declaration proceeds as if the bid had been sufficient.

¹ Declaration also means either bid, double, pass, or redouble.

² The player next in turn then deals with his own pack.

³ To declare means to bid, double, pass or redouble.

⁴ Law 31 defines "higher bid."

⁵ Seven is the greatest number that may be named.

(b) When either opponent calls attention to an insufficient bid before it is changed, the insufficient bidder must make his bid sufficient by increasing the number¹ of odd tricks named; and if the player on the left of the insufficient bidder then pass, the partner of the insufficient bidder must pass and may not re-enter the declaration unless an opponent subsequently bid or double.

(c) If neither opponent call attention to the insufficiency and the player on the left of the insufficient bidder either bid, double or pass, the previous insufficiency is waived.

(d) Either opponent, after the bid has been made sufficient as provided in (b), may in turn make a higher² bid, in which case the declaration proceeds as if no bid had been insufficient.

BID OUT OF TURN DEFINED

33. A bid is out of turn,³ (not an illegitimate bid, Law 41):

(a) If, before Dealer declares, a bid be made by any other player.

(b) If, after Dealer declares, any player bid otherwise than in his turn.

BID OUT OF TURN PENALIZED

34. After a bid out of turn:

(a) Either opponent of the offender may cancel it. The proper player then proceeds with the declaration,⁴ the out-of-turn bid being ignored, but the partner of the out-of-turn bidder must thereafter pass whenever his turn comes.⁵

(b) When the player on the left of the out-of-turn bidder declares before the improper bid is canceled, the out-of-turn bid is thereby accepted as if made in turn and there is no penalty.

(c) When the player on the right of the out-of-turn bidder is the proper declarer and declares⁶ without other-

¹ Not exceeding seven.

² i. e., Higher than the bid after it has been made sufficient.

³ When a bid is out of turn and also insufficient (Law 32), either opponent may elect to apply either Law 32 (b) or Law 34 (a).

⁴ The "proper player" must pass if he is the partner of the player in error.

⁵ The offending player, as he has not received improper information, may subsequently declare in turn.

⁶ When he doubles, it is a double of the last legal bid.

wise canceling the improper bid, such act cancels the out-of-turn bid and (a) applies.

DOUBLE DEFINED

35. When, during the declaration and in proper turn, a player doubles, it doubles the trick value (Law 10) of the last previous bid. Doubling does not change bidding values (Laws 4 and 31), nor the values of honors (Law 15), Slam or Little Slam (Law 16.)

REDOUBLE DEFINED

36. When, during the declaration, and in proper turn, a player redoubles, it doubles the double (Law 35); that is, it multiplies the original trick value (Law 10) by four. A redouble, like a double, affects only trick values (Law 35).

IMPROPER DOUBLES AND REDOUBLES

37. The penalties for improper doubles or redoubles follow:

(a) A double or redouble before a bid has been made is void.

(b) A double or redouble after the declaration ends: Law 41 (a) prescribes the penalty.

(c) A double or redouble made when it is the turn of the right-hand opponent to declare is subject to the same penalty as a bid out of turn (Law 34-a) unless the partner of the offender has passed the bid involved, in which case the double or redouble is void and there is no penalty.

(d) A double or redouble when it is partner's turn to declare may be accepted by the opponents, after consultation, as if it had been in turn; or they may demand a new deal; or call the bid that was doubled final and elect whether the double or redouble stand. Any of these penalties may be exacted even though the partner of the offender call attention to the error; but, if the player to the left of the offender declare, he thereby accepts the out-of-turn double or redouble.

(e) A double of a double is a redouble; a redouble when there has been no double is a double; a redouble of a redouble is void and is penalized by a new deal or 100 points in the adverse honor-score. Doubling a partner's bid or redoubling a partner's double is penalized by 50 points in the adverse honor-score. Either opponent may exact any of these penalties.

PASS DEFINED

38. When, during the declaration and in proper turn, a player passes; the turn to declare is thereby passed to the next player to the left.

PASS OUT OF TURN DEFINED

39. A pass is out of turn:

- (a) If made before Dealer declares;
- (b) If made (after Dealer declares) by any player except in turn.

PASS OUT OF TURN PENALIZED

40. After a pass out of turn:

(a) If the opponent at the left of the offending player declare¹ before attention is called to the error, the pass is accepted as regular.

(b) If an opponent call attention to the error, the pass is void and the player whose turn it was, when the error was made, resumes the declaration; but the offending player may not thereafter bid, double or redouble unless the declaration he passed be overbid, doubled or redoubled.

ILLEGITIMATE DECLARATIONS

41. (a) A bid, double or redouble made after the declaration is ended is not penalized if made by Declarer or his partner. But should the error be committed by an adversary, Declarer may call a lead from the partner of the offending player the first time it is the turn of said partner to lead.

(b) When a player who has been debarred from bidding or doubling, either bids, doubles or redoubles, either opponent may decide whether or not such bid, double or redouble stand; and, in either case, both the offending player and his partner must thereafter pass.

(c) A pass after the declaration is ended is void.

DECLARING AND CHANGING

42. If a player pass, bid, double, or redouble, and then attempt to change² to some other form of declaration or

¹ See footnote to Law 29, which provides that a pass is a declaration.

² A player who inadvertently says "No Bid," meaning to say "No Trump" (or vice versa); or who inadvertently says "Spade," "Heart," "Diamond" or "Club," meaning to name another of these; may correct his mistake, provided the next player has not declared. "Inadvertently" refers to a slip of the tongue, not a change of mind.

attempt to change the size of a sufficient bid, such attempted change may be penalized as a bid out of turn.¹

REPEATED ERRORS

43. When any player commits an error for which a penalty is provided in Laws 32, 34, 37, 40, 41, or 42 at a time when an error has previously been committed under those laws, for which the penalty has not already been fully paid:

- (a) If the previous error was committed by the other side, the penalty for it (or as much as remains unpaid) is canceled and the side newly in error is liable for the penalty provided for the new offense;
- (b) If the previous error was committed by the same side, the opponents, after consultation, may elect which error to penalize.

CARDS EXPOSED DURING DECLARATION

44. If, during the declaration,² any player lead or expose³ a card, such card must be left face upward on the table and the partner of the player in error must thereafter pass whenever it is his turn to declare.

If the player in error later become Declarer or Dummy, the card in question is no longer exposed; otherwise it remains an exposed card until played.

If the player on the left of the player in error later become Declarer he may, on the first trick, forbid a lead of the suit of the exposed card.⁴

CONTRACT AND DECLARER

45. With the completion of the declaration, the side which has made the highest bid assumes a contract to win at least the number of odd tricks⁵ named in said bid: the partner of that side who first named the suit or No Trump specified in said bid is Declarer.

For every trick Declarer falls short of his contract, the adversaries score 50 points in their honor-score for undertricks. All tricks won by adversaries beyond their "book" are undertricks. The adversaries' book is the number of the bid subtracted from seven. Declarer's book is his

¹ Unless it be an attempt to change the third or fourth consecutive pass which closes the declaration (Law 29).

² Law 29 specifies when the declaration begins and ends.

³ Law 51 defines exposed cards.

⁴ When two or more cards are exposed, all are subject to the provisions of Law 44, but the Declarer may not forbid the lead of more than three suits.

⁵ Law 9 provides that Declarer whose contract fails, scores nothing for tricks.

first six tricks. In case of a double, the undertricks count 100 each; in case of redouble they count 200 each.

When there is a double and Declarer fulfills his contract, he counts in his honor-score a bonus of 50 points; and a further bonus of 50 points for each trick, if any, that he wins beyond the number called for by the contract. When there is a redouble, these bonuses are 100 points each instead of 50.¹

THE PLAY

46. After the declaration, the play proceeds according to Law 5. Until the initial lead has been legally made, Declarer's partner is not subject to any of the limitations² imposed upon Dummy.

DUMMY

47. As soon as the initial lead is legally made, Declarer's partner places his cards face upward on the table and becomes Dummy.³ Declarer plays Dummy's cards as well as his own. Dummy takes no part in the play and has no rights except as provided in Laws 48 and 49.

DUMMY'S RIGHTS (Unconditional)

48. Dummy always has the right:

- (a) To call attention to the fact that too many or too few cards have been played to a trick,
- (b) To call attention to the fact that the wrong side has gathered in a trick,
- (c) To ask Declarer whether he have any of a suit he has refused,⁴
- (d) To correct an error in the score,
- (e) To participate in the discussion of any disputed question of fact after it has arisen between Declarer and an adversary,
- (f) To correct an improper claim of either adversary,
- (g) To assist Declarer as allowed by Law 54 (j).

DUMMY'S RIGHTS (Conditional)

49. If Dummy have not intentionally looked at a card

¹ These bonuses are in addition to the increased trick score, see Law 10.

² Except consultation as to the penalty provided in Law 54 (a).

³ "Dummy" is sometimes used in the obvious sense of dummy's cards.

⁴ "Refuse" is defined in footnote to Law 7.

held by any player, he has the following additional rights:

- (h) To claim an adverse revoke,
- (i) To call attention to an adverse lead out of turn,
- (j) To call attention to a card exposed by an adversary,
- (k) To call Declarer's attention to any right he may have under the laws,
- (l) To suggest playing out the hand when Declarer would concede any of the remaining tricks (Law 59-b).

DUMMY PENALIZED

50. (m) Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries, said matter not being covered by Law 48, paragraphs (a) to (g); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (h) to (l); then such right or penalty is canceled and may not be exercised or exacted.

(n) Should Dummy, by touching a card or otherwise, suggest a play by Declarer; either adversary may require Declarer to make such play (if legal) or to refrain from making it.

(o) Should Dummy warn Declarer that he is about to lead from the wrong hand, either adversary may designate the hand from which Declarer shall lead.

EXPOSED CARDS

51. The following are "exposed" cards—

- (a) Two or more cards led or played simultaneously (all are exposed);
- (b) A card dropped face upward on the table, even if snatched up so quickly that it cannot be named;¹
- (c) A card dropped elsewhere than on the table if the partner sees its face;²
- (d) A card so held by a player that his partner sees any portion of its face;²
- (e) A card mentioned by either adversary as being in his own or his partner's hand.

¹ If an adversary throw his cards face upward on the table, they are exposed (except as in 59a) and liable to be called; but if the other adversary retain his hand, he cannot be forced to expose it.

² The fact that an opponent sees it, does not make it an exposed card.

(f) If an adversary who has legally played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed;

(g) A card designated by any law as "exposed."

CALLING EXPOSED CARDS

52. After a card has been "exposed" as defined in Law 51, it must be left face upward on the table and Declarer may "call" it (i. e., require its owner to lead or play it)¹ at any time when it is the owner's turn to lead or play, except when the playing of the "called" card would cause the holder to renounce.

Declarer may call an exposed card any number of times until it may be legally played, but the owner may play it even if not called.

PLAY OF DECLARER AND DUMMY

53. A card from Declarer's hand is not played or led until quitted.² If Declarer name or touch a card in Dummy he must play it.³ If he touch two or more cards simultaneously, he may play either.

Declarer and Dummy are not liable to the call of exposed cards.⁴

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

54. (a) After the declaration and before a legal initial lead, should the partner of the proper leader lead or expose a card, Declarer may either call a lead⁵ from the proper leader or treat the card⁶ as exposed. Declarer's partner may call Declarer's attention to the offense but, should they consult regarding the penalty, it is canceled. Should Declarer's partner spread any part of his hand before Declarer selects the penalty, Declarer may not call a lead.

(b) Should an adversary who has played a card which, as against Declarer and Dummy, is a winner, lead another or several such winning cards without waiting for his partner to play; Declarer may require said adversary's

¹ Declarer and Dummy are not liable (Law 53).

² A card is "quitted" when the player no longer touches it.

³ Unless Declarer say "I arrange," or words to that effect; or unless his touching the card is obviously for the purpose of uncovering a partly hidden one or to enable him to get at the card he wishes to play.

⁴ But see Law 54 (a).

⁵ If the player called on to lead a suit have none of it the penalty is paid.

⁶ Or cards.

partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(c) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(d) Should Declarer lead out of turn either from his own hand or Dummy, either adversary may direct that the error be rectified, but Declarer may not rectify it unless so directed.

(e) After a lead by Declarer or Dummy, should fourth hand play before second hand; Declarer may require second hand to play his highest or lowest card of the suit led, or to win or lose the trick.¹ If second hand have none of the suit led, Declarer may call his highest of any designated suit. If second hand hold none of the suit called, the penalty is paid.

(f) Should Declarer lead from his own or Dummy's hand and then play from the other hand before second hand plays, fourth hand may play before second hand without penalty.

(g) Should any player (including Dummy) lead out of turn and next hand² play without claiming the penalty, the lead stands as regular.

(h) If an adversary lead out of turn, Declarer may call a lead as soon as it is the turn of either adversary to lead or may treat the card so led as exposed.

(i) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick but does not constitute a revoke therein.

(j) Whenever it is suspected that any of the quitted tricks contains more than four cards, any player (including Dummy) may count them face downward. If any be found to contain a surplus card and any player be short, either opponent may face the trick, select the surplus card and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for revoke as provided in Law 56 (e).

¹ Except as provided in (f).

² Declarer accepts wrong lead if he play next either from his own or Dummy's hand.

RENOUNCE

55. When a player, having one or more cards of the suit led, plays a card of different suit, his act constitutes a renounce.¹

REVOKE DEFINITIONS

56. A renounce (Law 55) becomes a revoke and subject to penalty (Law 57):

(a) When the trick in which it occurs is turned and quitted² by the rightful winners, except as provided in Law 58 (c);

(b) When the renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick;

(c) When one side having claimed a revoke either opponent mixes the cards before the claimant has had reasonable opportunity to examine them.

(d) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so; he incurs the revoke penalty.

(e) If at any time a player be found to have less than his correct number of cards, and the other three have their correct number; the missing card or cards, if found (see also Laws 27-e and 54-j), belong to the player³ who is short and, unless he be Dummy, he is answerable for any revoke or revokes as if the missing card or cards had been in his hand continuously.

REVOKE PENALTY

57. The penalty for each revoke is:

(a) When Declarer revokes, he cannot score for tricks and his adversaries, in addition to any bonus for undertricks⁴, add 50 points to their honor-score for each revoke.

(b) When either adversary revokes, Declarer for the first revoke may either score 50 points in his honor-score

¹ See also "refuse," Law 7, footnote.

² A trick is "quitted" when it is turned and the player no longer touches it.

³ The fact that such player made no claim of irregularity at the time of the deal is conclusive, in the absence of evidence to the contrary, that the missing cards were dealt to him.

⁴ The fact that Declarer revokes does not permit adversaries to score for undertricks, provided Declarer has won (even with the help of the revoke) at least the number of tricks called for by his contract.

or take two tricks¹ from his adversaries and add them to his own.² Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus³ in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

(c) The value of honors as held is the only score that can be made by a revoking side unless both sides revoke; if one side revoke more than once, the other scores 50 for each extra revoke.

REVOKE AVOIDED

58. A renounce (Law 55) may be corrected, and the revoke (Law 57) avoided, under the following circumstances:

(a) If made by Dummy, the renounce may be corrected before the trick is turned and quitted. After the trick has been turned and quitted, whether by the rightful winners or otherwise, the renounce may not be corrected. In neither case is there any penalty.

(b) A renouncing player, other than Dummy, may not correct his error (except as in c) after the trick is turned and quitted nor after he or his partner has led or played to the following trick. If the correction be made in time, there is no revoke penalty; but the player in error (except as in e) may be required to play his highest or lowest card of the suit led. Any player, who played after the renounce, may withdraw his card and substitute another.

(c) If, before the trick is turned and quitted, the partner of the renouncing player ask him whether he have any⁴ of the suit refused, subsequent turning and quitting does not establish a revoke until the renouncing player has answered in the negative, or until he or his partner has led or played to the following trick.

(d) If the renouncing player be an adversary and the renounce be corrected in time, declarer instead of calling the highest or lowest may treat the card played in error as exposed.

¹ The value of the two tricks—undoubled, doubled or redoubled as the case may be—is counted in the trick score.

² Dummy may advise Declarer which penalty to exact.

³ They may enable him to win a game and, if that game end the rubber give him the 250 points bonus.

⁴ Or none.

(e) The highest or lowest may not be called from Declarer unless the adversary to his left have played to the trick after the renounce.

(f) Should Dummy leave the table after requesting protection from revokes,¹ Declarer cannot be penalized, following a renounce, unless an adversary in due time call the renounce to his attention.

(g) The revoke penalty cannot be claimed after the next ensuing cut (Law 25); nor, if the revoke occur during the last hand of a rubber, after the score has been agreed upon; nor if there have been a draw for any purpose in connection with the next rubber (e. g., as in Law 23).

CLAIMING AND CONCEDING TRICKS

59. (a) If Declarer say "I have the rest," or any words indicating the remaining tricks or any number thereof are his; either adversary may require him to place his cards face upward on the table and play out the hand. Declarer cannot then take any finesse, not previously proven a winner,² unless he announced it when making his claim; nor may he call any cards either adversary has exposed.

(b) If Declarer concede one or more tricks, and either adversary accept the concession before Dummy lawfully demands that the hand be played out (Law 49-1), such trick or tricks belong to adversaries even though, had the hand been played out, Declarer could not have lost them.

(c) If an adversary concede a trick or tricks to Declarer, and such concession be accepted before the other adversary objects, it is binding on both adversaries.

PENALTIES AND CONSULTATION

60. Laws which give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

¹ Sometimes called "courtesies of the table."

² "Proven a winner" means that the adversary who plays last to the trick in which the finesse is to be taken, has previously refused that suit; the fact that a finesse in the same suit has previously won is not enough.

- (c) If either says (in effect), "Which of us is to select the penalty?" the penalty is canceled.
- (d) A proper penalty once selected may not be changed.
- (e) If a wrong penalty be selected,¹ the selection must be corrected upon request of either opponent.
- (f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.
- (g) A reasonable time must be allowed for the selection of a penalty, and the selection must be made within a reasonable time.
- (h) If, instead of exacting a penalty at the proper time, either opponent of the side in error play or declare, no penalty may be exacted.

INFORMATION

61. (a) During the declaration, information must be given concerning its details up to that time, but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the declaration except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be informed what the contract is.

(b) Any player except Dummy may, before a trick is turned and quitted, demand that the cards so far played be placed before their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy (Law 50-0), may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call the next lead when it becomes an adversary's turn.²

(d) If before or during the declaration a player give any unauthorized information concerning his hand, his

¹ If the "penalty" selected be something not described in the Laws, no penalty may be exacted.

² Any such reference by Dummy, may be similarly penalized by either adversary.

partner may be barred from subsequent participation in the declaration.

(e) The penalty for looking at quitted tricks (except where the Laws permit examination) is 25 points in the adverse honor-score for each offense.

NEW CARDS

62. One new pack must be produced to replace an incorrect one (Law 27-e) or an imperfect one (Law 28-g). Otherwise, when new cards are demanded, two packs must be furnished and the opponents of the player demanding them have the choice, unless the demand be made at the beginning of a rubber, in which case Dealer has the choice.

Except under Laws 27 (e) and 28 (g), new cards may not be introduced during a deal. (See Law 26-a.)

THE ETIQUETTE OF AUCTION

In the game of Auction slight intimations may convey improper information. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former his opponents are without redress.

1. Declarations should be made in a simple manner, thus: "one Heart," "one No Trump," "pass," "double"; they should be made without emphasis.

2. Except by his legitimate declaration, a player should not indicate by word, manner or gesture the nature of his hand, nor his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An adversary should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played in such manner as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.
6. A player should not purposely incur a penalty nor should he make a second revoke to conceal a first.
7. Conversation which may annoy players at the table or at other tables in the room should be avoided.
8. Dummy should not leave his seat to watch his partner play nor call attention to the score.
9. If Declarer say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and an adversary exposes his cards, Declarer should not allow any information so obtained to influence his play.
10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

INDEX TO LAWS

Bid Defined	268
Bid Out of Turn Defined	269
Bid Out of Turn Penalized	269
Calling Exposed Cards	275
Cards	261
Cards Exposed During Declaration	272
Claiming and Conceding Tricks	279
Contract and Declarer	272
Cut, The	266
Cutting Out	266
Deal, The	266
Declaration, The	268
Declaring and Changing	271
Double Defined	270
Drawing for Partners and Deal	265
Dummy	273
Dummy's Rights (Unconditional)	273
Dummy's Rights (Conditional)	273
Dummy Penalized	274
Entry	264
Etiquette of Auction, The	281
Exposed Cards	274
Following Suit	261
Forming Tables	264
Game	262
Hand	262
Higher Bid Defined	268
Honors	263
Honor Values	263
How Played	261
Illegitimate Declarations	271
Improper Doubles and Redoubles	270
Information	280
Insufficient Bid	268
Lead	261
Leads Out of Turn and Cards Played in Error	275

Members Leaving Table	265
New Cards	281
New Deal (Compulsory)	267
New Deal (Optional)	267
Odd Tricks	262
Pass Defined	271
Pass Out of Turn Defined	271
Pass Out of Turn Penalized	271
Penalties and Consultation	279
Play, The	273
Play of Declarer and Dummy	275
Players Leaving Tables	265
Rank of Cards	261
Rank of Suits	261
Redouble Defined	270
Renounce	277
Repeated Errors	272
Revoke Avoided	278
Revoke Definitions	277
Revoke Penalty	277
Rubber	262
Scoring	264
Shuffle, The	266
Slams	264
Trick	261
Trick Values	262
Winning the Trick	262

LIBRARY OF CONGRESS



0 020 237 437 2